



THE XEN™

The Official Strategy Guide



BEYOND
HERETIC™

Joe Grant Bell

ISBN 0-7615-0388-9



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HEXEN

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THE OFFICIAL STRATEGY GUIDE

Joseph Grant Bell

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ISBN: 0-7615-0388-9

Library of Congress Catalog Card Number: 95-71998

Printed in the United States of America

96 97 98 99 GG 10 9 8 7 6 5 4 3 2

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CHAPTER 1

HEXEN

HISTORY, IMPROVEMENTS AND INTERESTING DETAILS

This chapter takes a brief look at *Hexen* and the 3-D games preceding it. If you're impatient to learn about a particular level or you just like to cut to the chase, feel free to skip this chapter and come back to it later.

ID AND THE 3-D ACTION GAME

The history of the 3-D action game and the history of *id* are, to a large extent, one and the same. Before *id* stunned the PC market several years ago with *Wolfenstein 3-D*, no 3-D action game had really captured the public's attention. Though a few point-of-view arcade games like *Battlezone* (an ancient arcade classic) and most flight simulators used a first-person perspective, these games all left something to be desired. They lacked a sense of immediacy, and very few boasted any fluidity of motion; choppy, slow frame rates and crude graphics were standard fare. Game designers tended to use overhead or side-view perspectives for their action games, since no one had yet proved that a truly engaging and well-designed 3-D game was possible on current game platforms. Aside from concerns about the horsepower of the average 386 processor (the standard processor for gaming platforms at the time of

Wolfenstein's release), a 3-D environment posed a multitude of sticky problems. True 3-D objects required lots of processing power, which in turn cut down on the amount of graphic detail that designers could build into a 3-D game. Faked or simulated 3-D environments provided a tempting alternative, but they often appeared flat and unconvincing.

Wolfenstein 3-D shattered these doubts with its fast, intense arcade action. The simulation was quick, attractive, and extremely immersive, and at the time, the technology seemed almost limitless. However, gamers who have experienced *Doom* and post-*Doom* games would immediately notice several limitations in the game's basic engine. For example, while the walls in *Wolfenstein* were attractive texture maps, the ceiling and floor tiles were not. Therefore, while the walls could be extremely decorative and graphically rich, the ceilings and floors tended to be plain and unattractive. Also, the notion of "tiles" did indeed apply to the *Wolfenstein* game world. Instead of truly free-form, 3-D environments, *Wolfenstein's* maps are essentially composed of square tiles, each representing a chunk—say, 10 feet by 10 feet—of the game world. Ceiling and floor heights were fixed, so despite the





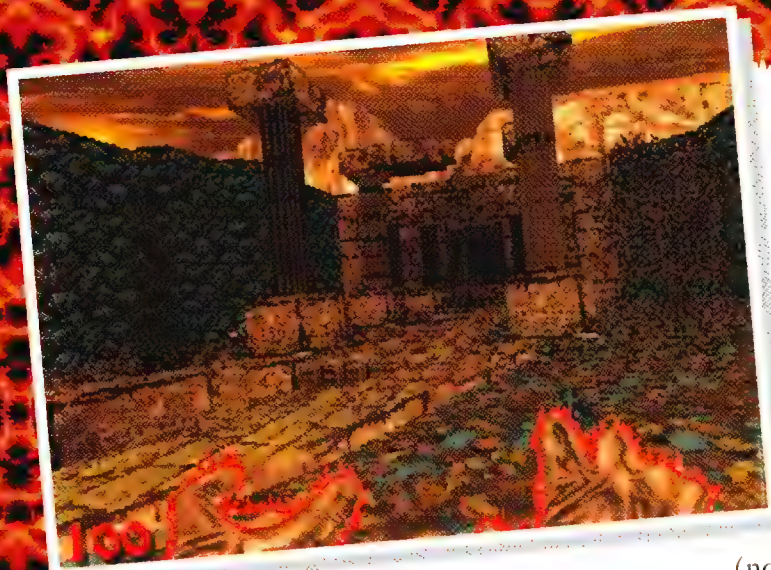
3-D appearance, the game included no actual third dimension—just the illusion of one. Therefore, it might be more accurate to refer to this classic as *Wolfenstein 2-D*.

In December of 1993, *id* released *Doom*, a game that set the action standard for years to come. *Doom* improved upon *Wolfenstein* in a variety of ways, and even though it did not feature a pure 3-D engine by any stretch of the imagination, it went a long way toward overcoming the major stumbling blocks of *Wolfenstein*. With this advancement, the game world transformed from one comprised of square tiles to a free-form environment with variable ceiling and floor heights, a variety of light levels, and non-orthogonal walls (in other words, walls that don't necessarily join at 90 degree angles). Other innovations included vertically moving sections of the map that served as doors, elevators, and dangerous crushing ceilings. With all these enhancements, plus great sound effects and a large cast of truly threatening bad guys, *Doom* became the benchmark by which all new action titles would invariably be judged.

Despite these advancements, however, the *Doom* engine still presented limitations. Although it came very close to creating a true

3-D environment, it was limited in certain ways. For example, each section of the game world could only have a single ceiling and floor, represented in the game's code by a numerical value. Since this technology could accommodate only one ceiling and one floor on any given section of the map—and the player always had to be somewhere in between the ceiling and floor—it was physically impossible to design a *Doom* level with several rooms layered on top of one another. Clever level design often served to conceal this fact, but the unavoidable truth of the matter was that you could never jump through the floor into a cellar lying directly below you, or climb a ladder to find another room directly above the one you were in, because the engine simply could not support it.

Other limitations remained, as well. A variety of "triggers" in the game set off events in other parts of the environment: flipping a switch, for example, opened a door somewhere else on the same level. But the number of effects triggered by a single switch was limited. A single switch could not cause a door to open, make the lights go out, and summon eight monsters into the room to ambush the



player. At most, a switch could activate one or two different actions. Also, the fixed floor heights of *Doom* made it impossible for level designers to build ramps or angled floors, because the game engine allowed for only perfectly flat floors. That's why *Doom* is filled to repletion with stairs, but doesn't include a single ramp.

HERETIC AND THE EMERGENCE OF RAVEN

Raven, a relatively new software developer based in Madison, Wisconsin, got hold of the *Doom* engine and decided to make a fantasy game with it. This was hardly a unique idea, since the great success of *Doom* ushered in a host of imitators within a year or two of its release. However, unlike most of the “me-too” designs that appeared close on the heels of *Doom*, *Heretic* was well-designed and solidly entertaining.

Aside from the great artwork and fantasy setting, *Heretic* stood out from the pack because it improved on the *Doom* engine rather than simply using it in its current state.

Heretic's changes were minor but significant, and they addressed several issues that definitely needed improvement. For example, *Heretic* gave players the ability to carry items, instead of simply walking over them and getting a bonus to health or armor. It became possible to look up and down, whereas in *Doom*, you were stuck looking straight forward. The ability to fly introduced some interesting new possibilities for level design. Objects could be pushed around (notably, some weird green puff-balls that exploded when you shot them), and wind or water currents could buffet the player. Finally, ambient sounds—that is, sounds not attached to a creature or a specific action—made their debut in *Heretic*, further augmenting the realism of the game world.

Heretic has been Raven's most popular game to date, so it isn't surprising that they decided to make a sequel: *Hexen*. Unlike *Doom II*, which followed in the footsteps of *Doom* without making any significant changes to the engine, *Hexen* once again goes a few steps further.

HEXEN: THE FINAL PROGRESSION OF THE DOOM ENGINE

Hexen represents both an advancement of technology and a change in design philosophy. *Hexen* not only contains several marked improvements to the basic *Doom* engine, it also shifts from a pure hack-and-slash action game to more of a “thinking” game. While it is not a role-playing or adventure game by any stretch of the imagination, *Hexen* does force



you to occasionally use your brain as you bash your way through hordes of enemy monsters.

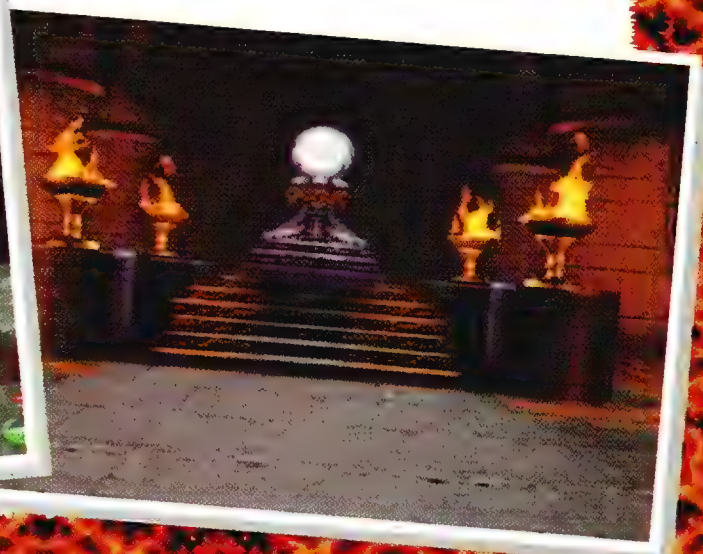
The technological advances of *Hexen* significantly enhance gameplay and remove some of the most fundamental restrictions limiting previous versions of the *Doom* engine. For example, sections of the original *Doom* maps moved up and down but never laterally. As a result, although it was possible to simulate elevators, lifts, and ascending doors, side-to-side motions such as sliding doors and shifting blocks of stone were impossible. *Hexen* remedies this problem and makes liberal use of laterally moving sectors.

Another big change is the use of scripts

instead of single-event triggers. When you throw a switch or activate a trap in *Hexen*, it doesn't just activate a single effect—rather, it can trigger a whole list, or script, of results. Walking across an invisible line on the map, for example, might cause two doors to open, reveal eight new monsters, turn out the lights, and cause a pillar to descend in another room. Furthermore, a wider variety of player actions can now trigger a script. Picking up a certain item or killing a specific monster can often change the game environment in *Hexen*, whereas the original *Doom* engine allowed only switches, trip-lines, and “shoot the wall” triggers to activate special effects.

A host of new features marks *Hexen*'s shift toward the role-playing environment. In *Hexen*, you can choose from three character classes: Fighter, Mage, and Cleric. The terrain is occasionally randomized from game to game. Certain objects can be used in unique ways, rather than simply providing you with extra weapons, artifacts or ammunition.

The levels of *Hexen* do not follow a linear sequence, like those of its precursors. Instead, the player travels back and forth between several different levels in order to finish the game, rather than solving each level





individually and then moving on to a completely new level. This adds complexity to *Hexen* and can lead to some pretty bewildering situations. For example, a lever on one level might trigger changes on a totally different level, so you constantly have to keep alert.

HOW IT ALL ADDS UP

Hexen's modifications to the *Doom* engine have been a blessing to some and a curse to others. Many players like the enhanced depth and interaction *Hexen* strives to provide, while others prefer the non-stop, uninterrupted visceral action of *Doom*. For the most part, though, I think gamers will agree that it was time for a change. After a year in which legions upon legions of first-person, 3-D action games entered the scene, I believe most gamers have had their fill. *Hexen* is interesting for a variety of reasons, but primarily because it *isn't* just *Doom* with Ettins instead of Imps. The play and mechanics of *Hexen* are established enough to seem familiar, but new enough to

remain exciting and fresh.

Regardless of what anyone thinks of *Hexen*, it represents the last major revision of the (already) legendary *Doom* engine. With *Quake* and its promise of true 3-D action just over the horizon, *Doom* and its descendants will soon be sent to that big computer shop in the sky, joining the August company of games such as *Civilization*, *Zork*, *Space Invaders*,

and even the mightiest of all computer games, *Pong*. *id* and Raven will move on to work with new game engines, as well they should. After all, the strength of the computer game industry lies in its innovation.

Hexen will not go down in electronic entertainment history as the seminal, ground-breaking game that *Doom* has been, simply because *Doom* came first. However, *Hexen* is a visually stunning, engaging, and well-designed game that's great fun to play—and that's the best measure of any game's worth.

That said, let's get on with our in-depth look at *Hexen*, starting with a thorough discussion of character class.



CHAPTER 2

CHARACTER CLASS

The first decision you make when you start playing *Hexen* is which character class to select. This is an extremely important decision, to say the least! If you choose a character that suits your style of play, it makes the game a lot easier. Also, since this decision is permanent, you cannot change your mind halfway through and become a different class without using cheat codes. Of course, you can always start over with a different character, but that's no fun if you're halfway through the game when you make the switch.

This chapter previews the different character classes in detail. It describes what each character does best and worst, and rates them on their overall abilities.

Perusing this chapter places you in a better position to choose a character class that's right for you. Even if you've already started the game and now want to change classes, this chapter shows you ways to get up to speed with a new character.

BARATUS THE FIGHTER



SPEED	10
ARMOR	10
MAGIC	1
STRENGTH	10



A staple of all role-playing games, the fighter is a big, strong guy who earns his keep by beating on monsters and muscling his way through difficult situations. While this is the image the fighter class conjures up for most gamers, in *Hexen* the fighter's capabilities aren't quite what you'd expect.

LIMITATIONS

Strength doesn't mean much in *Hexen*. What really matters is the quality of your weapons, since you always use a weapon to fight. As a

matter of fact, the fighter's weapons tend to be less versatile than the weapons of other character classes, especially the more advanced weaponry: His weapons won't seek out opponents magically, and they tend to be rather slow. Furthermore, the fighters' weapons are the most limited in terms of distance. Players selecting Baratus must wait a long time until they get a weapon with a true distance attack! Close-in fighting is extremely difficult, because it leaves you much more vulnerable to enemy attacks.

Players selecting Baratus should expect to slog through a lot of up-close and personal combat before acquiring weapons capable of killing foes from a distance. Things get a little easier once you discover the Hammer of Retribution, seen in Figure 2-1, but even the Hammer comes with limitations, sacrificing





FIG. 2-1. This lovely hammer could some day be yours!

short-range power for a strong long-range attack. Quietus, the final fighter weapon, is extremely powerful but lacks the “homing missile” quality of the other two classes’ super-weapons.

In Deathmatch play, novices should usually avoid using Baratus, primarily because his super weapon does not home in on enemies. Though Quietus is powerful, it is often hard to hit a fast-moving enemy with its non-homing attack. The Hammer of Retribution fires a very slow missile that’s easy to avoid, so it’s difficult to employ against other humans. Finally, close-range fighting is extremely difficult to master when you’re fighting with real, live human opponents—It’s just too easy to get out of the way. Baratus’ speed advantage makes it somewhat easier for you to catch up with retreating mages and priests, but the mages and clerics can use a variety of tricks to escape.

ADVANTAGES

So what good is the fighter, anyway? Since his attacks aren’t always the most powerful and require dangerous close-in bashing, Baratus might seem like an altogether poor choice. However, he is, in fact, a solid

character with lots of hidden virtues. Depending on your style of play, you might come to love playing Baratus.

First of all, Baratus is the fastest character in *Hexen*. This provides a great asset, especially if you are good at controlling your character’s movement. (See Chapter 7 for more on mastering character movement.) When fighting monsters, you can use this speed to your advantage by

dashing into close range for a hit, then darting away to avoid collateral damage. Speed also serves you well in Deathmatch play, since good Deathmatch players always hit a slow-moving opponent.

The Latin root of the name Baratus name means “cheap,” and Baratus is indeed the most miserly and efficient character. He gets the most protection out of the armor he finds and can achieve a higher maximum armor class than any other character. Furthermore, his weapons are extremely mana efficient. If you don’t like racing around and collecting mana from every nook and cranny, you’ll like the fact that Baratus gets a lot of mileage out of his mana.

The Flechette, a useful weapon in its own right, becomes extremely useful in the fighter’s hands. To avoid damage, the mage and cleric must drop Flechettes and run away, but Baratus simply lobbs them forward like grenades. These grenades do less damage than the poison clouds created by cleric Flechettes, but your ability to throw them more than makes up for any lack of damage potential. When battling difficult foes, Flechettes often provide a useful substitute for a true long-range weapon.



Finally, in addition to his speed, the fighter is also the best jumper in *Hexen*. This might seem like a minor detail, but many situations arise in *Hexen* in which you need to leap across a chasm—or pay with your life. Though it is physically possible to execute these leaps with any of the three character classes, the fighter's extra jumping power certainly comes in handy when you need to make a leap of faith.

Here are some subjective ratings for the Fighter.

OVERALL FIGHTER RATING

EXPERT	10
NOVICE	6

I give Baratus a ten for players who have mastered *Heretic* or other *Doom*-based combat games. His lack of homing weapons won't create a problem for these players, and his mana-saving abilities make it easy to breeze through levels without picking up every little thing. His excellent speed enhances this "maintenance-free" quality, because he can blast through big levels quickly—before you have time to get bored. As an added bonus, his leaping ability cuts down on frustration for players who hate the nerve-racking ordeal of jumping across chasms.

For players with a lot to learn about mastering their character's movement and defeating tough monsters, I give Baratus a six. You need to choose your ground

carefully and maneuver skillfully when using Baratus—a tall order for novice players. Baratus is by no means impossible for beginners to use, however, he just requires some getting used to. His extra durability (armor class) does help keep you alive while you learn, and goes a little way toward compensating for Baratus' weaknesses.

DEATHMATCH RATING

EXPERT	9
NOVICE	3

Some players might argue that Baratus is less than worthless in Deathmatch, but in the hands of an expert, he's great. Speed is extremely key in Deathmatch, and the fighter delivers speed to spare. Furthermore, if you pick your fights carefully and stick to small, enclosed areas, you can negate the long-range firepower of the cleric and mage—and give 'em a good smacking!

On the other hand, if novices think they have problems with Baratus when playing the normal game, they quickly learn the true meaning of woe when they use him in Deathmatch. His short-range attacks are hard to employ in Deathmatch, and his long-range attacks aren't on par with the mage's or priest's weapons. His speed is useless if the player controlling him hasn't developed a precise degree of control over in-game movements.





PARIAS

THE CLERIC

SPEED	7
ARMOR	8
MAGIC	6
STRENGTH	6



In the traditional role-playing game, the cleric performs a difficult and thankless job. Much like an offensive lineman in a football game, the cleric's role is to protect his teammates, keeping them healthy and alive while they attack the opposition. The cleric is seldom a fun character to play. He isn't as strong or well-armored as the fighter, nor as proficient with spells as the mage. Besides, healing people isn't half as fun as slaying monsters!

Parias, the cleric of *Hexen*, bears little resemblance to this wimpy stereotype. Aside from the Mystic Ambit Incant, a cooperative-play only artifact, he possesses no healing powers and is not expected to help anyone else. Although his abilities do, indeed, fall somewhere in between the mage's and the fighter's, Parias is a strong and well-rounded character, not a weak jack-of-all-trades. Best of all, the cleric isn't just a bland amalgam of fighter and mage. His weapons and abilities are as fun and exciting as those of the other two classes, if not more so.

LIMITATIONS

Parias does not present any crippling limitations. He cannot run as fast or jump as far as the fighter, but he's fast enough for all but the most speed-crazed Deathmatch players. His armor isn't as good as that of the fighter, but once again, it's quite adequate for most players' needs.

If you need the fastest character or the highest-jumping character, Parias is definitely not for you. Also, if you have difficulties holding onto your mana, Parias only adds to your problems, because Wraithverge, his super-weapon, is the most mana-intensive weapon of all.

If you simply can't stand fighting at close range, you will like the cleric less than the mage. He acquires a distance-attack weapon second (right after the mace), but for some players, even this is too long to wait for ranged attacks.

ADVANTAGES

Parias provides numerous advantages. First of all, he is fast, strong, and quite well armored, so he performs admirably both in combat and in treacherous environments. Players accustomed to the fighter might take a while to get used to Parias, but he really isn't that much worse than the fighter.

When Parias uses Flechettes, they erupt on the spot as a green poison gas



cloud, as seen in Figure 2-2. This cloud sticks around for quite some time, inflicting commendable damage to anyone in the area—including Parias, if he doesn't move quickly! The long-lasting effects of the Flechette make it extremely useful, both for killing trapped or slow-moving monsters, as well as for surprising unwary opponents in Deathmatch.

Parias' weapons are quite good. The exception to this is the Mace of Contrition, which does not produce a ranged attack and is significantly weaker than the fighters' gauntlets. Once the cleric gets past the Mace, however, all weapons include ranged attacks and are useful.

Wraithverge, Parias' super weapon, uses the most mana but is arguably the best all-around weapon both in Deathmatch and in the regular game. It might not pack as much power as a complete hit with Quietus (5 fireball) or a complete hit with Bloodscourge (3 fireball). However, its incredible tracking ability lets you damage your foes without even aiming, enabling you to concentrate fully on your footwork. Many players complain that the cleric is too powerful in Deathmatch play, mainly because of Wraithverge.

OVERALL CLERIC RATING

EXPERT	9
NOVICE	10

I give Parias extremely high marks. Wraithverge, his super weapon, is a little too mana intensive, and he isn't terribly fast or strong. Still, his mix of great weapons and good overall skills make him a solid choice for both experienced and novice players. Extremely good players might prefer the fighter, because his greater speed cuts



FIG. 2-2. The gas cloud created by Parias' Flechette sticks around for a long time.

down on tedious transit time, and he makes fighting a little more of a challenge. However, in the end, it all comes down to personal tastes. Both are excellent characters.

DEATHMATCH RATING

EXPERT	10
NOVICE	10

There is no denying it: Parias is one tough guy in Deathmatch. Sure, the fighter can run a little faster, but that's what the Boots of Speed are for. Besides, once you assemble Wraithverge, your enemies face big trouble no matter how quickly they can run.

Armor doesn't usually mean much in Deathmatch, because your foes can muster some pretty devastating attacks. On the other hand, Parias' good armor makes him fairly durable, as well as powerful.

Another beneficial attribute comes from Parias' use of poison. The Serpent Staff and the Flechette both produce venomous attacks when used by Parias, which is extremely useful in Deathmatch. Poison attacks cause your foe's screen to turn green for an instant, then slowly fade back to its normal color. This often serves to confuse inexperienced players or those unfamiliar with the terrain. You can effectively blind any player you manage to bombard with a constant spray of poisonous attacks.

DAEDOLON

THE MAGE



SPEED	4
ARMOR	2
MAGIC	10
STRENGTH	4

The mage is traditionally portrayed as a frail individual, made dangerous by his masterful control of arcane forces. In virtually all role-playing games, the mage begins as a rather weak character at lower levels, but gradually increases his power as he gains experience, and, ultimately, can develop into the most devastating of all characters. This description aptly applies to the mage in *Hexen*.

LIMITATIONS

No two ways about it: Daedolon is slow. Walking is out of the question: You spend most of your time running, both in Deathmatch and in normal play. Even when you run, it's difficult to outdistance your faster foes. In Deathmatch, running away isn't really an option, so you need to amass some decent

firepower if you hope to kill your foes.

Jumping over pits and navigating through damaging terrain can be a huge bother when you play as Daedolon. With his limited strength, even the easiest jumps can prove difficult, and you need excellent timing to navigate through areas with crushing ceilings or damaging floors.

Daedolon's Sapphire Wand, pictured in Figure 2-3, is a long-range weapon requiring no mana, but it's also puny and weak. If monsters surround you and you only carry the Wand, you face little hope of killing one of your foes in time to escape.

Impatient players soon tire of traveling through empty areas with Daedolon. Once you clear out most of the monsters on a level, you typically must spend some extra time there searching for switches, secret doors, and valuable items. These periods of dead time turn even more tedious with the sluggish Daedolon, and might make you consider taking another type of character.

Daedolon's weapons are even more mana-hungry than those of Parias. If you tend

to fire your weapon too often and, thus, use up all your mana, you encounter an extremely difficult time as Daedolon. Though strong, his attacks eat up mana at a remarkable rate.

The Flechette acts like a time bomb when used by Daedolon. Since this doesn't produce the long-lasting, poisonous effects of a cleric's Flechette or the distance attack of a fighter's Flechette, players using Daedolon might entirely ignore the Flechette.

ADVANTAGES

If you have trouble handling close-range combat, Daedolon is a good choice for you. He starts the game with the Sapphire Wand, which produces a distance attack and doesn't cost any mana. All his subsequent weapons produce long-range attacks, as well.

Once you get hold of Frost Shards, you're in pretty good shape. It's a decent long-range attack. More importantly, it does extra damage up close, because more of the ice shards will hit your foes. This allows you to smash your way out of a circle of enemies fairly quickly and to keep Daedolon's fragile skin intact.

Daedolon generally delivers the strongest attacks. The Sapphire Wand is an exception to this rule, and Wraithverge is arguably more versatile than Bloodscourge, but all of Daedolon's weapons are extremely good. If you can keep the mana flowing, you can blast your way out of most situations in no time flat. Some of his weapons fire relatively slow projectiles, hence, skillful Deathmatch players can avoid or minimize their effects. On the other hand, his weapons are simply great

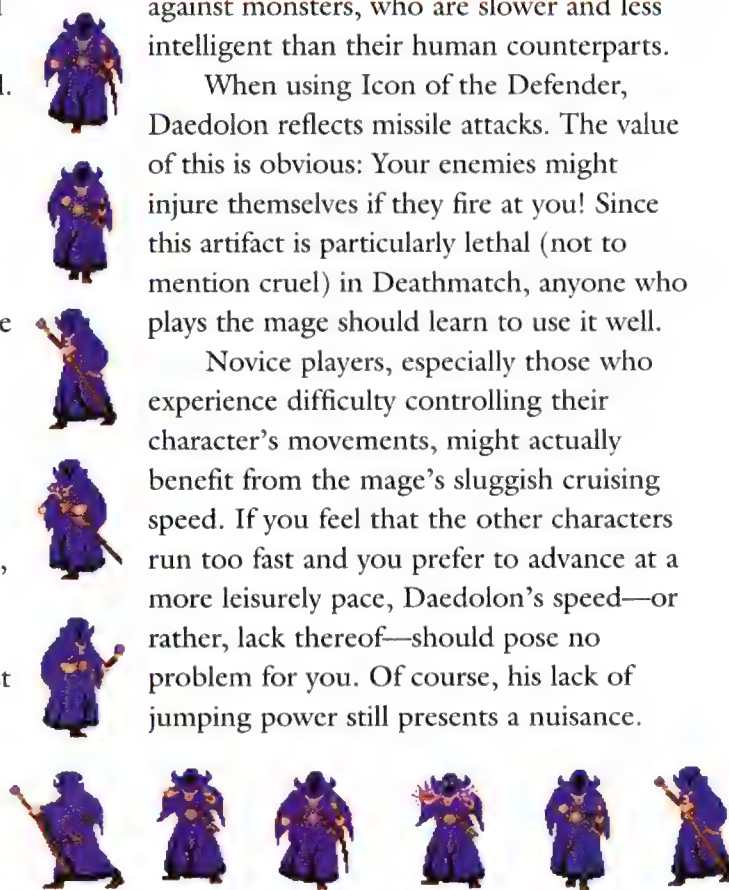


FIG. 2-3. The Sapphire Wand has many uses, but is definitely short on strength.

against monsters, who are slower and less intelligent than their human counterparts.

When using Icon of the Defender, Daedolon reflects missile attacks. The value of this is obvious: Your enemies might injure themselves if they fire at you! Since this artifact is particularly lethal (not to mention cruel) in Deathmatch, anyone who plays the mage should learn to use it well.

Novice players, especially those who experience difficulty controlling their character's movements, might actually benefit from the mage's sluggish cruising speed. If you feel that the other characters run too fast and you prefer to advance at a more leisurely pace, Daedolon's speed—or rather, lack thereof—should pose no problem for you. Of course, his lack of jumping power still presents a nuisance.



OVERALL MAGE RATING

EXPERT	8
NOVICE	8

Daedolon makes a very viable character for players of all skill levels. His distance attacks compensate for novices who lack close-range fighting and maneuvering skills. By the same token, the overall power of his weapons satisfy expert players who like to dispatch monsters with only a few shots.

When you play the standard game, the mage's lack of speed and power causes more of a nuisance than a crippling flaw, because most monsters move rather slowly. The lower speed and power create more of a problem when you need to make difficult leaps or run through damaging terrain. However, you can always save your game right before you jump, thereby minimizing your risk.

For most players, Daedolon is a character they either love or hate. If you love powerful, long-range attacks, you'll love Daedolon. If you require speed, strength, and efficiency, you'll do better with Parias or Baratus.

DEATHMATCH RATING

EXPERT	8
NOVICE	6

With his strong attacks, Daedolon serves as a good Deathmatch character. Most people think him inferior to the cleric, though for various different reasons. Their main complaint is that Parias' weapons tend to be more devastating to



human opponents than Daedolon's. In addition, Parias is faster and better-armored.

Actually, Daedolon's weapons are usually more powerful than Parias' but require better aim. Cleric players can hose down their enemies with the Serpent Staff and use the fire-and-forget power of Wraithverge. Conversely, mage players must aim carefully to get the full effects of Frost Shards and must aim at least a little in order to hit opponents with Bloodscourge. If you hold faith in your aim, Daedolon can perform extremely well as a Deathmatch character.

One of the main disadvantages of the mage in Deathmatch comes from his initial vulnerability. The fighter and cleric can quickly run around to gather up weapons and armor, and can often get away from enemies who have already collected strong weapons. Daedolon's lack of speed makes this difficult. Therefore, you will occasionally find yourself getting killed repeatedly while attempting to arm yourself. This poses a particularly serious problem for inexperienced players.

When you play as Daedolon, the Icon of the Defender reflects enemy attacks. This is an incredible virtue! If you use the mage in Deathmatch, try to use the Disc of Repulsion and the Icon of the Defender to reverse other players' attacks back on them. This is a great way to level the playing field when your opponents all have super weapons and you're stuck with the Sapphire Wand.



SUMMARY OF CHARACTERS

As you can tell by the high ratings I have given each character, *Hexen* is a pretty well-balanced game. All three characters are viable for both regular and Deathmatch play; it's just a question of choosing a character that specializes in the areas most important to you. Before you make a serious attempt to beat *Hexen*, I suggest you test the characters by playing a level or two with each of them, and perhaps by using each one of them in a Deathmatch session. It may turn out that you totally disagree with my assessments, or that your style of play makes one character infinitely more suited to you than the others. These are things you learn only after some hands-on practice.



WHAT IF YOU GET SICK OF YOUR CHARACTER?

If you decide you hate the character you've chosen and want to re-start the game with a different one, you shouldn't experience much trouble making up lost ground. You'll remember the terrain and any puzzles you've already defeated, and the puzzles are the main thing that slow down most players. However, if you've advanced fairly far into the game before deciding to switch characters, you might consider using a cheat code to change your character class. This occasionally causes mix-ups if you don't have all your character's weapons at the time that you make the switch, so you're advised to wait until you have all four weapons before changing class with cheat codes. See Appendix B for details.

Now let's proceed to Chapter 3, which takes a good, hard look at the weapons of *Hexen*. Make sure to read Chapter 3 before selecting a character, because you can't judge the fighter, mage, or cleric without considering their weapons. These weapons play an integral part in each character's fighting style and overall effectiveness, so it's important to know exactly what each one does.

CHAPTER 3

IMPLEMENTS OF DESTRUCTION

Weapons play a pivotal role in *Hexen*. They affect your decision to select a specific character; they dictate your tactics in battle; and, to a large extent, they determine which battles you are capable of winning. Therefore, it's a good idea to know beforehand how each weapon behaves and how much damage it can ladle out. Otherwise, you'll learn some very painful lessons in combat.

First, we'll look at each weapon's power and mana consumption. Since these statistics alone don't tell the whole story, we'll also examine each weapon in detail, highlighting quirks and important distinctions that can really make a difference in the heat of battle.

The weapons within each class share certain traits. Each class has exactly four weapons, the last of which is a "super weapon" comprised of three separate pieces. You must collect all of the pieces for the super weapon to work. The starting weapon for each class consumes no mana at all. The second weapon eats blue mana; the third uses green mana; and the fourth consumes vast quantities of both.

In normal play, you never encounter weapons you cannot use. In other words, only weapons specific to your character's class appear. In Deathmatch, all three characters' weapons appear, and you can pick up every one of them. However, you still can use only your own character's weapons; the extra weapons simply provide you with mana.

WEAPON STATISTICS

Note that attacks in *Hexen* don't always do the same amount of damage. Therefore, the damage values you see in the following chart are not written in stone. They're just estimated numbers that will let you compare the relative damage values of the various weapons.

WEAPON	DAMAGE	MANA
Spiked Gauntlets	40-55 (Super Punch: 80-110)	-
Timon's Axe	80-110 (40-72 without mana)	2 Blue
Hammer of Retribution	60-123 up close; up to 208 for projectile	3 Green
Quietus	Up to 128 per projectile	14 (both)
Mace of Contrition	25-35	-
Serpent Staff	20-35 close; 5-40 for projectile, plus 2 HP/sec for lingering poison damage	1 Blue
Firestorm	Around 100	4 Green
Wraithverge	Variable (Wraiths)	18 (both)
Sapphire Wand	2-16	-
Frost Shards	Variable: Around 140 for full hit	3 Blue
Arc of Death	Highly Variable	5 Green
Bloodscourge	Up to 128 for each fireball	15 (both)

WEAPON DESCRIPTIONS

This section gives you an in-depth review of every weapon in *Hexen*. Some of these weapons are versatile and easy to use, and you can get the most out of them without ever thinking about strategy or tactics. Others are useful only in certain situations, and reading these comments enables you to avoid misusing them. Versatile or specialized, all of these weapons are interesting and definitely worth a closer look.

FIGHTER WEAPONS

The fighter's weapons emphasize short-range power and mana conservation. These strong weapons prove quite useful against monsters. However, most players find them less effective in Deathmatch, where their short-range emphasis and lack of tracking ability can pose problems. It's undeniable, though, that the fighter's weapons become much more useful once you understand their quirks.



FIG. 3-1. The Spiked Gauntlets in action.

SPIKED GAUNTLETS

Despite most players' initial reaction to this weapon, the Spiked Gauntlet is not as bad as you might think. The gauntlets are actually the strongest initial weapon of all three classes. They are also the most limited in range. Still, they reach farther than you might expect—far enough that if you keep moving backward as you fight, you can punch Ettins to death without ever letting 'em close enough to hurt you in return.

Most 3-D action games follow a rule of thumb that you should never use your starting weapon once you discover something better. However, under certain circumstances the fighter is better off using the gauntlets than a superior weapon. We'll discuss these various situations as we review the fighter's other weapons. For now, note that the Spiked Gauntlets hit more quickly than the Mace Of Contrition. Furthermore, if you manage to hit a creature three times consecutively, the third punch will be a Super Punch that inflicts double damage.

TIMON'S AXE



For some players the axe is a big disappointment, simply because it doesn't fire projectiles. If you look beyond this limitation, though, Timon's Axe provides a useful—and in some cases, overpowering—addition to your arsenal.

The axe costs two blue mana every time you successfully damage an enemy with it. You'll see a blue glow like the one in Figure 3-2 when you hit. Beating on walls or inanimate objects also causes the axe to glow, just as when you beat on opponents, but you expend no mana in doing so. This makes Timon's Axe an excellent mana conservator: In effect, you only pay for the damage you actually inflict, not for missed attacks or random flailings of the axe.

Unlike many advanced weapons, you can still use Timon's Axe when you run out of mana. Before you start jumping for joy, however, take heed of this warning: The Spiked Gauntlets can dish out more damage than a mana-less axe. Though the axe has a slightly better range than the gauntlets, this hardly compensates for the lack of power. Therefore, if you happen to run out of mana, you're well advised to switch back to the gauntlets until you're all charged up again.

FIG. 3-2. Timon's Axe produces more than just sparks when it hits.



HAMMER OF RETRIBUTION

The first time a new player gets his hands on the Hammer Of Retribution, he usually starts cackling with delight. After all, what's more fun than a huge metal hammer? (A big metal sword, of course... more on that later.) The hammer is a good ranged weapon, especially when you're fighting against monsters instead of human players. It does, however, possess some serious limitations that prevent it from being the great all-around weapon you might expect it to be.

The hammer uses three green mana, but only if it's used as a long-range weapon. When firing at distant foes, the hammer creates a flaming replica of itself that flies out and explodes when it hits a creature or object. This explosion can damage multiple targets, but it never damages the wielder of the Hammer Of Retribution. The flaming projectile produces more power than Timon's Axe (with mana), but it is relatively slow.

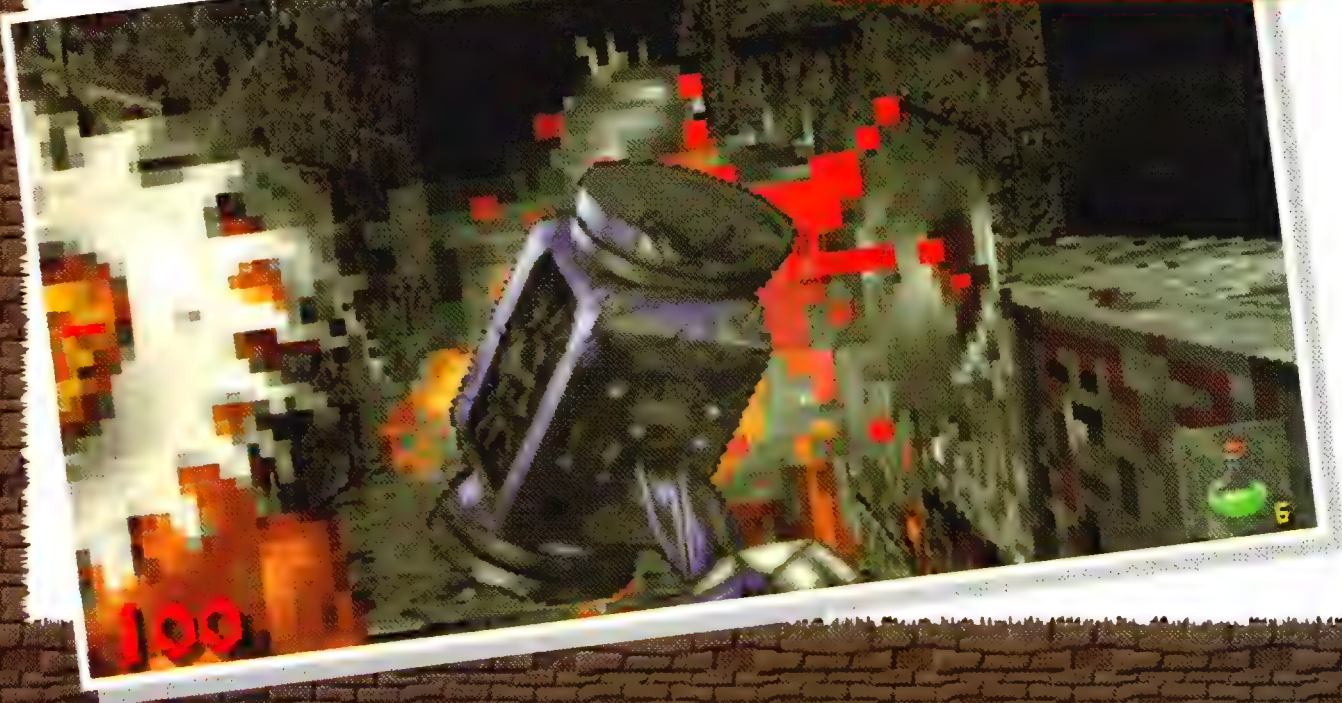


This poses no problem when you're fighting most creatures, because they aren't bright enough to dodge. In Deathmatch, however, a quick opponent can evade the hammer at medium to long range.

When used at close range, the Hammer Of Retribution consumes no mana. Normally, this would benefit you, but unfortunately the hammer itself does much less damage than its projectile. When used at close range, the hammer's damage compares with that of a mana-powered Timon's Axe, but significantly slower. Therefore, if you find yourself in a labyrinth of small tunnels or narrow corridors, you'll often fare better with a powered-up axe than a hammer with no mana.

If you have no mana, you can exert decent but sporadic damage with the hammer. It has good range, but remember, you won't do too much more damage with it than with your trusty gauntlets. What can I say? Life is rough without mana; even for the fighter.

FIG. 3-3. At long range, the Hammer Of Retribution produces a flaming replica of itself.



QUIETUS

Quietus is the least mana-hungry super weapon, but not by much: It eats up 14 of each color mana each time you use it. It fires five green fireballs in a lateral spread, a little like the shotgun effect of the Porkelator or the Morph Ovum of *Heretic*. This means that closer enemies are likely to get hit with more fireballs and, hence, take more damage, like the one in Figure 3-4.

This sword doesn't exhibit a specific short-range effect, and it cannot be used without mana. It produces fireballs whenever you use it, regardless of your enemies' range, because the fireballs, not the blade of the sword, cause all the damage.



FIG. 3-4. Quietus gives this Centaur a rough time.

Like the other super-weapons, Quietus is great for beating the hell out of tough opponents, but it's overkill on small or moderately sized monsters. It requires more aiming than the other two super-weapons but can inflict excellent damage when you hit with multiple fireballs. Use Quietus conservatively, or you soon run out of mana.

CLERIC WEAPONS

The cleric's weapons are both versatile and fun to use. They're also extremely powerful, especially in Deathmatch. The obvious exception is the Mace Of Contrition, which

is generally considered to be the worst weapon in *Hexen*. Don't let this fact discourage you from the cleric class, however. Once you've paid your dues with the mace, you acquire a stellar lineup of weapons from which to choose.

MACE OF CONTRITION

The best things you can say about the Mace Of Contrition are:

- Its range is slightly better than the fighter's Spiked Gauntlets.
- It doesn't pause after every three blows, like the gauntlets.
- It is a bit more powerful than the Sapphire Wand.

That said, the mace is probably the worst weapon you'll have the displeasure to use. Though its range is somewhat better than that of the Spiked Gauntlets, the gauntlets more than make up for their lack of range with their extra power. While the Sapphire Wand's power is nothing to write home

FIG. 3-5. The Mace Of Contrition lacks power despite its good looks.

about, it does possess the very real advantage of unlimited range.

As the cleric, you suffer more than the other two characters if you run out of mana, mainly because you're stuck with the mace until you discover more. Do your best to conserve mana, so you won't be forced to beat on your enemies with this oversized but under-powered club.





FIG. 3-6. The Serpent Staff—cool and useful.

SERPENT STAFF

As shown in Figure 3-6, The Serpent Staff isn't just a weapon, it's a great conversation piece!



Seriously, the Serpent Staff is both fun and effective. It uses one blue mana per shot, regardless of the range from which you use it. At long range, it shoots two poisonous balls that weave through the air, following a more-or-less straight path toward your target. At short range, the staff is vampiric, sucking the life out of enemies and transferring some of it directly to you.

The Serpent Staff's distance attack is quite weak, but it's still effective in most situations, because you can fire it very quickly. The staff proves especially helpful in Deathmatch, because the poisonous missiles make your opponent's screens turn green, hopefully obscuring their vision and making it tough for them to respond.

The vampiric close-range attack gives you a real bonus. It makes running through those dark tunnels a relatively easy experience, since you can extract the life right out of anything you encounter there. Note that the bigger creatures damage you at a faster rate than you can heal yourself. However, the Serpent Staff is great against mid-sized and smaller monsters.

Another bonus of the staff surfaces when you encounter a creature that reflects missile attacks (notably, a Centaur). You don't need to change weapons to kill Centaurs with the staff—just move in close and draw out their life, instead of firing at them from a distance.

FIRESTORM

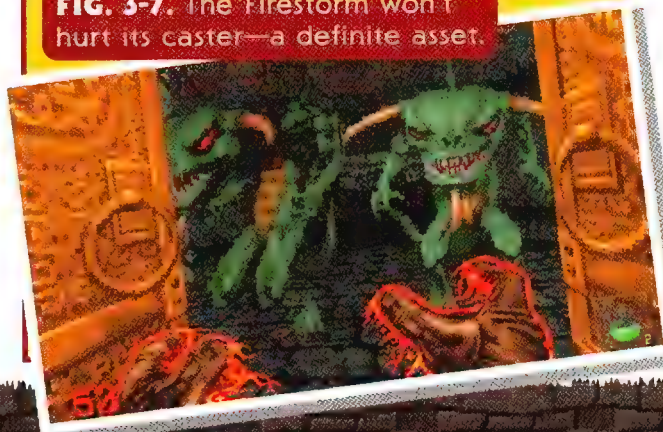
The Firestorm makes a solid creature destroyer. For the price of four green mana, you get to engulf your foes in a bonfire of destruction that damages everyone in the immediate area of the target, except yourself. The player in Figure 3-7 needn't worry about his proximity to the monsters.



The Firestorm does come with a few limitations. First, though the range of this spell is usually adequate, it's definitely not limitless. At times, you can see a foe but are unable to hit him with this spell. Note that even though the Firestorm may look like a ground-based spell (for example, the flame travels along the ground before hitting your target), it can hit creatures in the air, as well.

The Firestorm is one of those weapons that works very well against most creatures in the game but isn't as great in Deathmatch. The flame travels fast and initially is relatively difficult to avoid. But a good portion of the spell's damage comes from the explosion and resulting flames when it scores a hit. If your target is moving fast—and you usually find your fleetest foes in Deathmatch—you won't register maximum damage. Depending largely on your skills, your opponents, and your style of play—you might prefer the Serpent Staff to the Firestorm in Deathmatch bouts.

FIG. 3-7. The Firestorm won't hurt its caster—a definite asset.



WRAITHVERGE

If you like to kill your foes while expending the least possible effort, Wraithverge is your kind of weapon. Instead of traditional projectiles, it fires a host of angry spirits who fly around the room for several seconds, seeking out enemies and circling their heads. They damage everyone they touch, and they're extremely hard to shake. Levels with large, open areas are great fun for players wielding Wraithverge, because the ghosts continually fly around and find target after target. Deathmatch levels tend to provide players with tons of mana, making Wraithverge even tougher, because its high mana cost (18 of each color mana per shot) seldom poses a problem.

In multi-player games, some players agree not to use Wraithverge in combat, because they think it's just too powerful. Others allow its use but make a point of ganging up on any

cleric with Wraithverge and finishing him off as soon as possible. In short, if you use Wraithverge in Deathmatch, you might not make any friends!

Wraithverge is also extremely proficient against monsters, such as the unfortunate Serpents in Figure 3-8. You might produce more *concentrated* damage with Bloodscourge or Quietus, especially if you hit your target with all the fireballs that they produce. However, Wraithverge is great at cleaning out rooms full of lesser monsters, because the ghosts keep flying around and damaging everything they get next to. Wraithverge also works great against Centaurs and Slaughtaurs, who, when they drop their shields to attack, are instantly damaged by the ghosts.

Ultimately, Wraithverge's greatest power lies in the self-guided quality of the ghosts. Tough battles are so much easier to win when you only need to stick your head into the room with the bad guys, fire off a few salvos of ghosts, and retreat while your spectral pals wreak their mayhem.

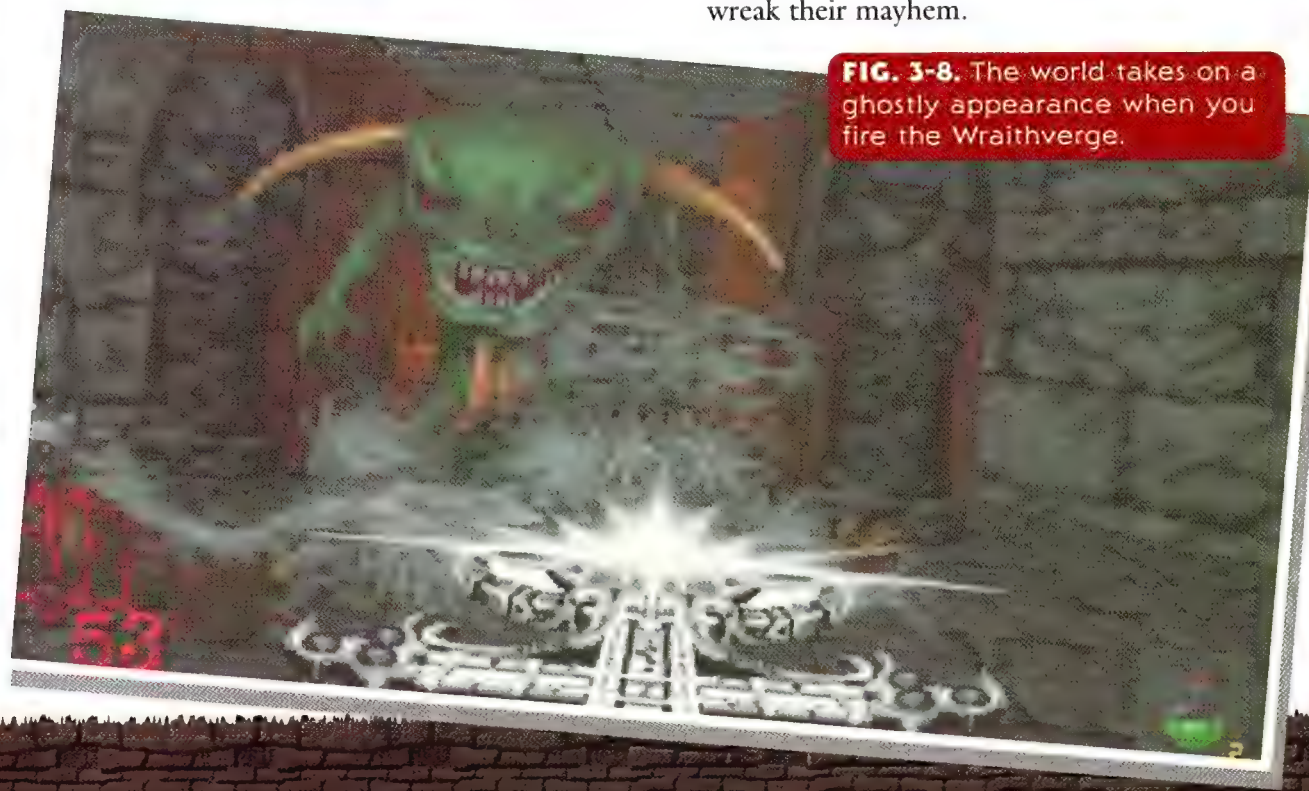
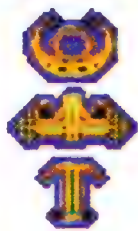


FIG. 3-8. The world takes on a ghostly appearance when you fire the Wraithverge.

MAGE WEAPONS

The mage's weapons are all extremely useful. Even the lowly Sapphire Wand with its puny damage-dealing capabilities makes a versatile

and handy tool you'll return to time and again. The mage's weapons are perhaps a little less suited to Deathmatch play than the cleric's, but they are very capable against *Hexen*'s various monsters.

SAPPHIRE WAND

The Sapphire Wand is an relatively weak weapon, though you wouldn't know that from its fearsome appearance. You can spend all day trying to kill one of the bigger monsters with it. However, this lack of power does not make the wand worthless. It comes in handy during the early stages of the game, because it lets you hang back at a distance and plink away at monsters without worrying about mana costs.

A unique feature of the wand is that its missiles do not stop when they hit a monster. Rather, they pass right through the creature and continue until they hit a solid part of the map, like a wall or door. This enables you to simultaneously damage

several monsters if they happen to be lined up, one behind the other.

Other nice features of the wand include its speed and unlimited range. Because it travels so fast, it is next to impossible to dodge a wand attack, making it particularly advantageous in Deathmatch. Let's say, for example, that you employ the Porkelator to turn your opponent into a pig, but he's good at dodging the only weapon you've picked up—the Arc of Death. Since you can kill a pig with a small amount of damage, you might do well to select the Sapphire Wand and chase the pig around, firing all the while.

Finally, on occasion you get a clean shot at a monster positioned a long distance away, but you're low on mana. Be patient and use the wand to immediately dispatch that monster, rather than waiting until later when combat might be up-close and deadly.

FIG. 3-9. The Sapphire Wand—versatile but weak.





FIG. 3-10. This frozen Ettin would make a nice doorstep.

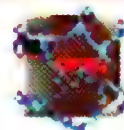
FROST SHARDS



Frost Shards is a fairly damaging spell that launches a volley of icicles. The icicles spread out like a shotgun blast as they travel away from you. This increases your likelihood of hitting your target, but it doesn't allow you to wreak as much damage. At close range, you can hit targets with the full effect of Frost Shards. As a word of warning, however, this scroll usually does not deliver a particularly strong attack.

If you find yourself surrounded by monsters and need to get out of there fast, Frost Shards lets you blast your way out fairly quickly, because you direct full damage to a nearby target. However, creatures and players who are killed by this spell turn into ice statues for about seven seconds, then burst into millions of pieces and disappear. This is a neat game effect, but it creates a problem if you're trying to shoot your way out of a jam. Even though your enemy is dead, his statue still blocks your path! To speed the process, switch to another weapon and shoot the frozen corpse. It shatters immediately. Note that firing more Frost Shards at a frozen enemy has no effect, so make sure to first change weapons.

ARC OF DEATH



The Arc of Death is a powerful creature-killing spell. It fires twin bolts of electricity—one along the ceiling and another along the ground. When it hits its target, it sticks around to inflict a set amount of damage before disappearing.

Since the arc follows both the ceiling and the floor, you can use it to reach enemies you can't even see. Standing at the base or the top of a cliff, for example, you can hit creatures positioned way above your head or far below your feet. As long as you are pointed in their direction, the arc travels up or down to find them.

The Arc Of Death inflicts no damage on impact. Rather, it hits a target and locks on, following it tenaciously while it deals a certain amount of damage before disappearing. Figure 3-11 shows the arc in the progress of locking onto a foe. This always works effectively against monsters, but particularly speedy Deathmatch foes can often minimize the effects of an arc hit.

For five green mana per shot, the Arc Of Death provides an excellent way to inflict serious damage upon all manner of foes.

FIG. 3-11. Monsters can seldom avoid the tenacious Arc Of Death.



BLOODSCOURGE

 Bloodscourge is a great weapon! It  fires three extremely powerful  fireballs that home in on your foes.  Each individual fireball packs  incredible strength, and almost nothing can stand up to a hit from all three of them. Figure 3-12 shows the inferno that results from hitting a helpless (now nonexistent) Afrit with all three fireballs from close range.

Bloodscourge's fireballs zero on your enemies in the same fashion that Wraithverge's ghosts do. However, the fireballs explode when they hit something, whereas the ghosts just bounce off walls and doors while they continue to pursue their quarry. As a result, fast enemies in small, enclosed areas can often avoid Bloodscourge's effects by dodging the fireballs, causing them to hit walls or large terrain features. But if you fire Bloodscourge in a large, open area, the fireballs are extremely tenacious and sometimes circle



FIG. 3-12. Nothing can withstand this sort of punishment for long.

around their prey several times before finally hitting the mark.

The fireballs damage anything standing next to the point of detonation, making the Bloodscourge quite useful against large groups of enemies. Also, this large-radius explosion can inflict significant damage even if the fireballs fail to squarely hit their mark.

All things considered, this provides you with an incredibly powerful and versatile weapon. A mage with Bloodscourge can roast just about anything in his path, so the high cost of firing the weapon (15 green and 15 blue mana) is definitely worth the effect.

SUMMARY OF WEAPONS

Hopefully, this in-depth look at *Hexen*'s weapons has taught you something new. Just as all three characters can be effective when played skillfully, all of the weapons can serve you well once you understand their strengths and limitations. Some of them, like the Hammer Of Retribution, are only useful in certain situations. You can fire others, like Wraithverge, anywhere and at anything, and consistently produce a strong result. Knowing how your weapons will perform in a wide

variety of situations gives you the presence of mind to use the right weapons under the right circumstances. This takes you a big step closer to combat mastery in *Hexen*.

Weapons are far more interesting than armor, which is definitely dull. Who wants to bother with defense? Still, armor serves an important function in *Hexen*. Chapter 4 reviews armor and its uses, showing you which types of armor work best for each character.

CHAPTER 4

ARMOR

This chapter discusses the effects of armor and the value of armor class. Armor class in *Hexen* follows a fairly simple concept: The higher your armor class, the less damage you take. However, despite this simplicity, many players have only a general idea of how armor class works. A basic understanding is enough in most situations, but a closer look will give you a better idea of the amount of punishment your character can take. In turn, this knowledge enhances your ability to gauge the difficulty of an upcoming battle. Both in Deathmatch and in regular play, knowing how much abuse your character can handle provides significant benefit.

In *Heretic* and its predecessors (*Doom*, *Doom II*), armor didn't last for very long; so many players tended to ignore it. After all, when armor literally flies off your character's body every time he gets hit, there's little point in keeping track. In

Hexen, armor tends to stay around for a while, and has a pronounced effect on your character's well-being. Armor class *does* degrade in quality as your character suffers damage, but it tends to decrease gradually and, hence, serves a real purpose in *Hexen*.

ARMOR TYPES

You deal with four basic pieces of armor in *Hexen*. If you play *Hexen* without carefully reading the manual, you might not realize that the effectiveness of each armor piece varies widely, depending on your character class.

Since armor gives a different level of protection to each character, you should try to memorize which pieces provide the most benefits for the fighter, mage, and priest. This has little effect in normal play, since you should pick up every bit of armor you can find. Conversely, in Deathmatch, you want to pick up only the most protective pieces of armor for your character—otherwise, you just waste your time when you could be searching for much more powerful artifacts. For example, the mage in Figure 4-1 really shouldn't bother with that Platinum Helmet. It's in an out-of-the-way location, and won't give him a significant armor class boost.

FIG. 4-1. A helmet provides little advantage to this mage.



MESH ARMOR

The Mesh Armor tremendously benefits the fighter, but does the mage and cleric very little good.



After acquiring the Mesh Armor on several occasions in *Hexen* Deathmatches, I wondered why my mage didn't seem any better protected than before. The chart below tells the story.

ARMOR CLASS BENEFITS: MESH ARMOR

FIGHTER	5
CLERIC	2
MAGE	1

FALCON SHIELD

The Falcon Shield offers an asset to every character class. It is the most balanced piece of armor, giving a decent boost in armor class to all three character types. The cleric reaps the greatest overall benefit from the shield.



ARMOR CLASS BENEFITS: FALCON SHIELD

CLERIC	5
FIGHTER	4
MAGE	3

PLATINUM HELMET

The Platinum Helmet is the least beneficial piece of armor in *Hexen* for the simple reason that it has little effect on armor class. This lack of protection applies to all three characters: Nobody profits greatly from the helmet, not even the fighter! It is barely worthwhile for the fighter in a Deathmatch and is next to useless for the other character classes. The helmet least influences the cleric, who receives but one puny armor point from it.

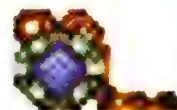


ARMOR CLASS BENEFITS: PLATINUM HELMET

FIGHTER	3
MAGE	2
CLERIC	1

AMULET OF WARDING

The mage gains the most from the Amulet Of Warding, followed closely by the cleric. Both of these classes should rejoice at finding an amulet in Deathmatch play. However, the fighter shouldn't expect much of a benefit from this unique piece of armor.



Mages, in particular, should grab the amulet at all costs. It is one of very few artifacts that really help raise the mages' armor class.

MAGE	5
CLERIC	4
FIGHTER	1

MINIMUM AND MAXIMUM ARMOR LEVELS

Each character class includes both a minimum and maximum armor class. When the game begins, your character's armor is at the minimum level for his class. Despite the beatings he might receive, it never drops below that number.

As the game proceeds, your character's armor class will never exceed his maximum armor class. In fact, your character could pick up every piece of armor available to him and still not reach his maximum! To reach your character's maximum Armor Class, you'll need to use Dragonskin Bracers.

Though the bracers are not true armor, they do provide a time-based boost in armor class that helps you reach your character's maximum limit.

The table below identifies the minimum and maximum armor class values for each character type.

	MINIMUM	MAXIMUM
FIGHTER	3	20
CLERIC	2	18
MAGE	1	16

PROTECTIVE ARTIFACTS (NON-ARMOR)

Hexen features several artifacts that help protect your character, even though they aren't "armor" in the purest sense. The Dragonskin Bracers can give your character a four-point Armor Class boost, but this bonus is time-based, unlike the permanent benefits of normal armor. Also, unlike regular armor, the bracers do not immediately take effect when you pick them up. They sit in your inventory until you choose to activate them.

The Icon Of The Defender, activated in Figure 4-2, provides the ultimate protection against all forms of attack. While using this

artifact, you are invulnerable to everything but a lethal fall or a ground spike (a very nasty trap). Obviously, because of its extreme power, the Icon Of The Defender is quite rare, even in Deathmatch. Like the Dragonskin Bracers, the icon sits in your inventory until you choose to activate it.

For more information on these and other artifacts, turn to Chapter 5. ■

FIG. 4-2. The activated Icon Of The Defender: You can tell by the spinning icon in the upper part of the screen.



CHAPTER 5

ARTIFACTS AND EQUIPMENT

You will find a variety of artifacts in *Hexen*, many of which produce slightly different effects when used by different characters. A little less emphasis is placed on artifacts in *Hexen* than in *Heretic*, but it's still important to know what each artifact does. Some artifacts, like the Icon Of The Defender, are definitely superior when used by certain character classes. Others, like the Mystic Urn, provide great benefits regardless of which character class you play.

This chapter does not cover armor; for a detailed discussion of armor, see Chapter 4. Although certain artifacts can greatly enhance your armor class or can make you nearly invulnerable, they are not considered armor. An item is considered armor only if it appears in the bottom right-hand corner of your Map screen when you walk over it (for example, the Helmet, Shield, Mesh Armor, and Amulet).

HEALING AND PROTECTIVE ARTIFACTS

These artifacts are among the most useful in *Hexen*. Healing and protection isn't the most exciting subject, of course—destruction is much more fun. However, your character's weapons hold the capacity to deal out a lot of destruction in a short period of time, especially if you attack without regard for your own safety. These artifacts help protect you as you fight with dangerous opponents and may save

your life countless times as you struggle to beat the game.

Note that on the easiest difficulty level, these artifacts activate automatically whenever you become severely injured! On medium and hard difficulty levels, though, you must keep track of your injuries and use these artifacts yourself.

None of these artifacts can raise your health above 100 points.

CRYSTAL VIAL



This is the weakest and most basic of healing items. The Crystal Vial gives you a quick infusion of +10 Health when you walk over it.

Unlike the other items listed below, you cannot store the vial in your inventory for later use. Therefore, if you can choose between healing yourself with vials or with items in your inventory (such as Quartz Flasks), use any vials in the area, saving your flasks for a time when vials are less abundant.

QUARTZ FLASK



Quartz Flasks are common in *Hexen*. You often find them sitting in corners or hidden in breakable containers.

Whenever you use a Quartz Flask, you get an instant +25 Health. This makes them extremely useful, even in Deathmatch. Try to conserve your flasks if you can use vials instead, thus saving the flasks for later.

Some players tend to overlook Quartz Flasks, but you should pick up every single one you can find. In tough battles in which

you're in danger but don't want to use up your very best artifacts, you can select Quartz Flasks and use several of them through the course of the battle. This keeps you alive without wasting precious resources like the Icon Of The Defender or the Mystic Urn.

MYSTIC URN



Mystic Urns are quite rare, but that's hardly a surprise. When used, the Mystic Urn provides you with full health! Obviously, you want to save these artifacts for the very toughest battles.

Don't use the Urn when you have more than one-quarter (25 percent) of your health remaining, or it's a terrible waste. Of course, in the middle of a fight it's tough to keep track of your health. So if, after finishing a particularly rough fight, you only have a few health points remaining, you might opt to use the Urn instead of four Quartz Flasks. This way, you're more likely to gain the maximum healing benefits from your artifacts, rather than wasting Urns in battle when you're still at 30 percent or 40 percent Health.

DRAGONSKIN BRACERS



The Dragonskin Bracers look like armor and increase your armor class, but they are different from the other armor items (Amulet, Shield, and so forth). The Bracers automatically transfer to your inventory whenever you walk over them. They do not go directly to your character's body. To reap the benefits of bracers, you must select them from inventory and use them. Also, their Armor

Class bonus (four points) is cumulative, so you can use as many as you want, up to your character's maximum armor class (see Chapter 4 for details).

Note that unlike regular armor, the Bracers have a timed effect. Since they only last a short while, it's best to use them when you know you face a tough battle ahead.

ICON OF THE DEFENDER



Undoubtedly the best artifact of them all, the Icon Of The Defender renders you totally invulnerable to enemy attacks. It also can provide some additional effects, depending on your character class. Specifically, a cleric using the icon becomes partially invisible and, hence, tougher to see. This can be beneficial in Deathmatch. However, it is also somewhat of a liability in that the other players will always know when a cleric is using the icon.

Mages undeniably reap the best advantages from the icon, since they gain the ability to deflect all missile attacks! This ability makes it extremely easy to for mages to kill monsters that rely on missile attacks, and it can turn around an uneven Deathmatch scenario in a hurry. All you need is the icon, and you're ready to kill any opponent who uses high-powered missile weapons against you.

In regular play, Icons should always be saved for "boss" monsters like Heresiarchs and Korax.

MISCELLANEOUS ARTIFACTS

The artifacts listed below perform a wide variety of functions. Some help you greatly, while others provide only minimal assistance, but all of these items aid you in some fashion as you strive to defeat Korax. The rule of thumb with artifacts is to hold onto them until you absolutely need them. They are a limited resource, and novice players often use them as a crutch in battles they could win without the extra help. Examples include using the Dark Servant in a battle that isn't life-threatening, and activating the Krater Of Might when mana lies on the ground nearby. Save your artifacts until you hit a

truly frustrating situation; you'll be thankful that you did.

In Deathmatch play, the rules change somewhat. Since player death occurs so frequently, it's best to use artifacts whenever they might offer you assistance, because when you get killed, you lose your chance to benefit from them at all. For example, I have been ambushed on several occasions when I had an Icon Of The Defender in my inventory but was unsure whether to use it or wait until later. In these cases, it would have been better if I had immediately activated the icon and gone looking for a fight.

TORCH

Perhaps the least fascinating of all artifacts, the Torch is nevertheless useful. When used, it lights up your surroundings to their maximum light value, so that everything looks pale and washed-out. But at least you can see what's going on.

In certain situations, the Torch is almost mandatory, but for the most part, you can do your own light-level adjustment with the [F11] key. This



adjusts the level of Gamma Correction, shifting the brightness of the game world to fit your needs. Often, using Gamma Correction leads to a conflict between aesthetics and functionality. If you use too little correction, the screen darkens, making the game more difficult. If you use extremely high Gamma Correction, the world appears very clear, but the colors fade and look unattractive. Try to achieve a good balance, because it's equally unpleasant to stumble around in the dark and to explore a well-lit but unappealing game world.

KRATER OF MIGHT



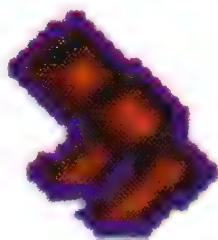
This mighty artifact gives you a full supply of blue and green mana. Since mana is fairly abundant in *Hexen*, you really should save the Krater for your toughest battles. Super-weapons are extremely mana-hungry, and it's a nice convenience when you can fire them until you're out of mana, then get an instant mana refill from the Krater.

The abundance of Kraters and similar items make most Deathmatches a mana-rich environment. With so much mana readily available, it's no wonder the super weapons tend to rule the day.



BOOTS OF SPEED

When you use the boots, you gain a significant speed burst for a limited time. This is especially useful for the mage, who is pitifully slow and unmaneuverable. If you aren't used to



high-speed dashing or you're still learning how to control your character's movements, you might find that the Boots actually hinder rather than improve your mobility. The extra speed might send you flying into walls and skidding on icy terrain, so stick with your normal abilities until you can put the boots' extra speed to good use.

WINGS OF WRATH



The Wings Of Wrath are great fun, though you won't be able to utilize them for most of your travels. In *Heretic*, the wings were strictly time-based, giving you the ability to fly for only a minute or two. Though this is still the case in *Hexen's* Deathmatch, in normal play you

get to keep your wings until you complete the current Hub.

You'll only receive Wings near the end of a Hub, as a means of quickly backtracking to areas you couldn't reach before. Even if that doesn't appeal to you, you might as well strap them on and get a bird's eye view of the carnage. You'll be stripped of your Wings when you travel between Hubs, so use them or lose them.

DISC OF REPULSION



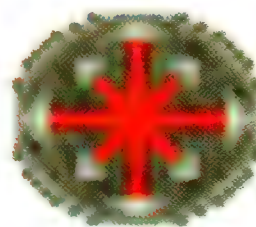
The Disc Of Repulsion is an artifact that can be useless or extremely powerful, depending on the circumstances in which you use it. The disc sends a shock wave out from your character's body, sending everything within a certain radius—including creatures, players and projectiles—flying away.

Creatures repulsed in this manner pop up into the air and sometimes, if they're smashed into a wall, even take damage. However, this alone isn't a good enough reason to employ the disc.

Use the disc when you're surrounded by enemies, and you need to escape. In Deathmatch, launch it when your enemy starts firing his super weapon at you, and you might be able to send the projectiles right back at him! But best of all, activate the disc when you're standing on high ledges or next to deep pits, where you can shove hapless creatures and players off the edge.

Finally, if you've collected a number of these items in Deathmatch, you might want to use several of them when you're at close range with your opponent, simply to disorient him. Each disc pops him up into the air for a second or two, and during that brief flight, he has no control over his movement. Take advantage and give him a beating!

CHAOS DEVICE



Using the Chaos Device teleports you to the beginning of the current level. The Chaos Device is most commonly applied during combat, when it's clear you're getting beaten and need to get away. By activating the device, you get to escape whatever is pounding on you, as well as the chance to heal yourself and to collect artifacts before trying the battle again.

Of course, that isn't the only way to use the Chaos Device. You can use it in mid-fall as you plunge to your death, thereby avoiding the impact. You can also use it in Deathmatch to taunt or provoke other players, wandering out into the open, then teleporting away when they think they've got a clean shot at you.

The Chaos Device is sometimes overlooked in Deathmatch, because players prefer to load up on offensive items rather than purely defensive ones. However, the Chaos Device is the best defensive artifact available, with the notable exception of the Icon Of The Defender. The device can get you out of the very worst situations, like when there are eight Wraithverge ghosts circling your head. It can also negate the effects of the Porkelator.

On offense, imagine how this device works if *you* are the one with Wraithverge. You spot your opponent, duck behind a corner, fire three consecutive Wraithverge shots in his general direction, and immediately teleport away. At best, you'll get a cheap kill as the ghosts home in on their quarry. At worst, you'll remain perfectly safe.

BANISHMENT DEVICE



The Banishment Device teleports your foes, rather than you. In some ways, this device is better than the Chaos Device; in other ways, it is worse. The main advantages this artifact provides in Deathmatch are surprise and irritation. You surprise your opponent by sending him somewhere else on the map, and you can really enrage him by sending him where he doesn't want to go. In regular play, the Banishment Device lets you send away the guardian of a treasure trove. Then, you can take all the useful and protective items it was guarding, and fight it later. Like the other extremely powerful artifacts, however, this device has no effect on "boss" monsters.

The negative aspects of the Banishment Device are numerous, but they all add up to the same thing: This artifact is less reliable than the Chaos Device. Since you must hit your opponent with the Banishment Device, the chance that you'll miss always exists. Also, getting rid of your foe doesn't rid you of the attacks he already produced, like Wraithverge or Bloodscourge projectiles. Finally, if you're facing a horde of opponents, this device can't get rid of them all.

The Banishment Device is a little more entertaining than the Chaos Device, but its usefulness is definitely more limited. Use the Banishment Device when you don't have a Chaos Device or whenever you prefer to toy with your Deathmatch opponents rather than killing them outright.

FLECHETTE



This is a small explosive artifact that produces different effects depending on which character class you're playing. When a mage drops the Flechette, it sits in place for a second or two, then explodes like a bomb—so make sure to move out of range after dropping it! A cleric also drops the Flechette at his current position, but when it detonates, it produces a long-lasting poison cloud that damages anyone who ventures near—even the player who dropped it. Fighters toss the Flechette a few feet in front of them, so that it acts like a short-range grenade.

The Flechette is not a terribly powerful artifact, but if you place it skillfully, you can damage creatures quite a bit—especially with the cleric's poison cloud effect. In Deathmatch, the Flechette is of minimal use, though occasionally a fighter without any distance weapons can finish off an opponent with a quick stream of Flechettes.

The Cleric Flechette can effectively paralyze foes with its multiple poison hits, and you can sometimes get cheap kills on Boss monsters if you attack them while the Flechette has them frozen!

THE DARK SERVANT



The Dark Servant is one of the most entertaining artifacts in *Hexen*. When you fire the Servant, it grows into a full-sized Maulotaur bodyguard who attacks everything but you. The Maulotaur lasts for 30 seconds or so and is a lot of fun, but its aim is poor.

If your enemies are standing too close to you, its attacks will undoubtedly hurt you as well as your foes. If you fire the Dark Servant into a cramped location where it doesn't have room to grow, it remains in artifact form and you can pick it up again.

Despite the Maulotaur's poor aim, it's still great fun to use the Dark Servant. The Maulotaur distracts your enemies, drawing fire away from you. In Deathmatch it serves as a nice proximity alarm—homing in on nearby opponents and alerting you to their presence. It also fires at sneaky airborne opponents that you might otherwise have overlooked until it was too late.

You can perform a variety of other fun Deathmatch tricks with the Dark Servant. For example, you can turn the Servant into a phantasmal pig by shooting it with the Porkelator. The newly created pig runs through the level, squealing the whole time, and your opponents will sometimes assume that it's a transmuted player. This draws their fire, so if you shadow the pig and take care not to be seen, you can often surprise your opponents as they attack the pig.

MYSTIC AMBIT INCANT

This unusual artifact appears only in cooperative play, and effects all players within a short radius of the holder when employed. When activated by the fighter, the Mystic Ambit Incant bestows one point of armor on those nearby. The cleric likewise produces healing power, while the mage provides a mana boost.

THE PORKELATOR



Everyone loves the Porkelator. Turning your enemies into swine is great fun, and it's also a powerful offensive weapon. Creatures and players that have been turned into pigs are relatively helpless, since pigs possess very little Health and cannot use weapons or armor. They can, however, use artifacts, and they regain full Health points when the effect wears off. Therefore, if you throw a Porkelator at your opponent in the middle of a firefight, you can be relatively certain of your next solid hit finishing him off. Most players don't immediately realize they've been transformed, so you can often deliver the death blow before they even start to run.

On the other hand, being a pig is no fun. You're fast but vulnerable, and your constant squealing alerts enemies to your presence. The only real advantage is your reduced size, which makes you hard to see and lets you crawl into certain places you cannot otherwise reach.

In Deathmatch, you need to take extreme caution when your foes have this weapon. Your full-charged super weapon and maximum armor class mean nothing if someone uses the dreaded Porkelator on you. Make sure to keep your Icon Of The Defender and the Disc Of Repulsion handy.

And no, don't even bother trying to shoot a Heresiarch or any other "boss" monster with the Porkelator. It won't work, because frankly, that would just make the game too easy.

CHAPTER 6

THE BESTIARY

Hexen is a pretty tough game even without all the combat. There are hundreds of switches to throw, objects to find, and locations to investigate. Navigating Korax's fortress would still be manageable, though, if it weren't for one small detail...namely, the hordes of ravening beasts that appear around every corner and behind every door—howling, roaring, and clamoring for your blood.

Worse yet, you can never totally eradicate the creatures of *Hexen*. Lop off their heads, and another pack of them comes screaming back for more. Some players, especially perfectionists, are never completely at ease with this arrangement, because they like to kill *all* the monsters, which is physically impossible in *Hexen*. The monsters are ever-present, so you just have to learn to live with them when they don't pose a direct threat—and learn to kill them with great speed and skill when they happen to get in your way.

This chapter lists every creature in *Hexen*, from the weakest to the most formidable. Aside from factual information, like hit points and attack capabilities, we also subjectively rate each creature on its overall toughness and ability. Also, a brief strategy section provides details on how to efficiently dispatch each creature. Read on and learn well.

BESTIARY OF COMMON CREATURES

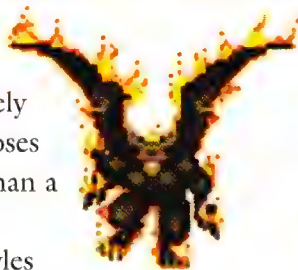
This section includes an alphabetical list of every common creature in *Hexen*. By “common,” I don’t mean you find them all in great numbers. If you had to fight with hundreds of Heresiarchs, for example, it would be next to impossible to finish the game. In this context, a common

creature is any creature that is not unique: in other words, it appears more than once in *Hexen*. Menelkir, Korax, and the Death Wyvern appear only once in the game and, hence, appear as “unique.” Though Heresiarchs are incredibly tough and there are only two of them, they still can’t be classified as unique.

AFRIT

The Afrit, an extremely common creature, poses more of a nuisance than a major threat. These small, flaming gargoyles fire triple bursts of scorching projectiles. The projectiles are reasonably fast and powerful, especially if you allow all three of them to hit you. If you exercise caution and make good use of your strafe keys, you can usually avoid getting roasted. Always bear in mind, though, that a host of Afrits can be deceptively dangerous: Despite their low hit points, they deal out a lot of punishment.

Afrits are extremely difficult to hit, because they don’t stay in one place for very long. They like to hover in one spot for a few moments, then veer off suddenly and occupy a new spot. If you wish to kill Afrits with missile weapons, you should attack at close or medium range and fire at them immediately after they move to a new



position. Otherwise, they move just as you fire and will be out of your line of fire by the time your projectile gets there.

HIT POINTS

80

ATTACK DAMAGE UP TO 8 PER PROJECTILE

OVERALL Weak, but can be a threat if ignored or taken lightly.

● **STRATEGY** Use fast weapons like the Sapphire Wand, since the swift Afrits often dodge slow projectiles. If you attack with slow projectile weapons, fire right after the Afrit has just moved.

When dealing with a horde of Afrits, try to enter a small, enclosed area with a low ceiling. That way, you force the beasts to approach you at a low and easy-to-see angle. This technique also works well when you use melee weapons. Fighting an Afrit in an open area can turn into a painful experience, especially if your only weapon is an Axe.

Always kill Afrits as soon as they appear. Unlike Ettins, which you can sometimes ignore, Afrits’ mobility makes them a constant threat.

CENTAUR



Armed only with swords and shields, Centaurs might constitute a minimal threat if it weren't for their special defensive capabilities. When they raise their shields, Centaurs become totally immune to your attacks. Worse yet, they reflect missile attacks—so you can end up hurting yourself with your own Frost Shards or Serpent Staff projectiles.

Centaurs tend to immediately cover up once they've been hit. This means you are unable to kill them quickly! Repeated bashings and good timing often mean the key to victory. Remember not to fire powerful projectiles at them, because you might end up hurting yourself in a big way.

HIT POINTS 200

ATTACK POWER UP TO 10

OVERALL Not too tough, but extremely pesky. Be patient.

● **STRATEGY** Use melee weapons if you can, since your opponent can't deflect them back at you. Bash away with your Axe or drain away the Centaur's life with the Serpent Staff's close-range attack. The mage's Sapphire Wand is a projectile weapon, but it features a special piercing ability and, hence, cannot be deflected by the Centaur shields. So, feel free to hang back and plink away at Centaurs with the Wand.

The Cleric's poisonous Flechette provides another useful weapon for attacking Centaurs, as its prolonged duration inflicts several hits on Centaurs. In fact, it's probably the easiest way to kill a Centaur.

Above all, be patient! Centaurs aren't so bad if you keep slightly out of their weapons' ranges and slowly wear 'em down.

CHAOS SERPENT



Chaos Serpents come in two flavors: a fire-breathing green variety and a poison-belching brown variety. They are comparable to one another in speed and strength, though the poisonous brown Serpents inflict more damage with their projectiles.

The Chaos Serpent is little more durable than a commonplace Ettin. What makes it nasty, though, is its fast and damaging long-range attack. It's always disquieting to face a horde of Chaos Serpents in a wide-open area, because you know you're going to take some serious damage if you don't start moving—fast.

Use the Chaos Serpent as a high-priority enemy, because its distance attack makes it a pain—literally—if you ignore it in favor of beating on other enemies.

HIT POINTS 250

ATTACK DAMAGE 5-40

OVERALL Not too durable, but a Chaos Serpent can hand out damage in big chunks.

● **STRATEGY** Fight the Serpents at long range if you can. Use your distance weapons and dodge their attacks by strafing. At close range, hide behind corners and pound the Serpent with tough melee weapons (Timon's Axe comes to mind).

If you get caught in an enclosed area with Chaos Serpents, run away if you get a chance. You do much better out in the open where your superior dodging abilities provide valuable assistance.



DARK BISHOP

These robed nuisances can be a real pain to fight.

They fire streams of projectiles with slight homing capabilities, so if you get caught out in the open, you'll find it very hard to avoid their



attacks. Worse yet, they can fly and possess the ability to "blink" laterally, shifting position so quickly that your attacks are certain to miss. Finally, when they die, their bodies explode, and can damage nearby players.

Dark Bishops begin to appear in the Herisiarch's Seminary, and I'm sorry to say, they plague you constantly thereafter. The main thing to remember when fighting Dark Bishops is that their toughness does not match their capacity to inflict damage. So get up close and beat them to a pulp!

HIT POINTS

130

ATTACK DAMAGE UP TO 4 PER PROJECTILE, BUT TONS OF PROJECTILES.

OVERALL Nasty. Extremely nasty.

● **STRATEGY** If you face Bishops in the open and can't find any cover, just charge in and do as much damage as possible. They can't take many strong hits and still survive. On the other hand, if you can find some decent cover, you're better off running into an alcove or hallway—preferably one with a low ceiling—and making the Bishops approach you from around a corner. If you're quick, you can kill them before they even get a chance to shoot.

ETTIN

The two-headed, mace-wielding Ettin is the weakest creature in *Hexen*, and you see more of it than any other foe. When you've cleaned out a level and new monsters teleport in, you can be sure to find a horde of Ettins foremost in the crowd. The nice thing about Ettins is that you can sometimes ignore them. Their slow foot speed, short-ranged maces, and low hit points make them less than formidable opponents. While a large group of them can be a royal pain, Ettins rarely pose a serious threat to a skilled player.



Even the fighter's gauntlets offer a better range than the Ettin's Mace. Therefore, a player with room to move can just keep whacking away at the Ettin while walking backwards and eventually kill his two-headed foe.

A good rule of thumb is to kill any Ettins that get in your way and ignore the ones that don't catch up with you for a while. Ettins reappear quite frequently on most levels, so if you get too caught up in killing them all, it takes you forever to finish the game.

● **STRATEGY** Keep moving away if you must fight at melee range. Ettins stupidly follow you around and let you whack 'em. Flechettes work well against Ettins, but it is usually not worth it to waste a perfectly good Flechette on them! Remember, don't get obsessed with killing all of them, because they reappear frequently on most levels. Learn to relax even when Ettins do crawl around the level. Despite their good hit points and damage capacity, they don't pose as much of a threat as you might think.

HIT POINTS

175

ATTACK POWER

2-16

OVERALL Pathetic and weak. Ignore them unless they get close.

HERESIARCH



Though the Heresiarch is an end-of-Hub “boss” creature, it is not unique: there are two of them in the game. Nevertheless, a lone Heresiarch is one of the single worst enemies you will ever face. Fighting a Heresiarch without a good supply of powerful artifacts and weapons is tantamount to suicide.

Heresiarchs can cast several spells, including two damaging spells. The first is a bolt of purple energy that inflicts massive damage when it hits you. The second produces red skulls that bounce across the floor, homing in on you until they finally hit their mark. These skulls don’t inflict as much damage as the purple bolt.

The Heresiarch’s incredibly potent protective spell mimics an Icon Of The Defender in the hands of the mage. In other words, it makes the Heresiarch invulnerable to most attacks and reflects spells and missile weapons back at their caster.

The Heresiarch’s final ability consists of a summoning spell that he uses to gate in Dark Bishops. These Bishops fight loyally at the Heresiarch’s side, making your job even tougher than it already is. The Heresiarch only uses this spell when he has been severely damaged.

HIT POINTS

5000

ATTACK DAMAGE INSANE (SOME ATTACKS REACH 255 OR MORE POINTS)

OVERALL Perhaps the worst opponent you’ll ever face. In some ways deadlier than Korax.

● **STRATEGY** Beating a Heresiarch without an Icon Of The Defender is nearly impossible. You need protection badly, and the Icon is the easiest way to get it. By the same token, try not to use more than one Icon, because you really need to have two of them left when you confront Korax in the final battle.

You can’t attack the Heresiarch with a constant stream of weapons fire and expect to inflict any damage. Why? Because he immediately casts his Defensive spell, and all those shots come back at you. Instead, run around and occasionally blast the Heresiarch while his Defensive spell is deactivated. You can tell when the Defensive spell is in operation, because a swirl of purple spheres circle around the Heresiarch’s head.

The cleric’s poisonous Flechettes can severely damage the Heresiarch, leading to one of the only easy ways to kill a Heresiarch. Namely, you turn on an Icon Of The Defender, walk right up to the Heresiarch, drop several poison Flechettes, and back up a little bit. Lure the Heresiarch into the cloud. The Heresiarch starts to cough, then becomes momentarily paralyzed. If he failed to put up his Defensive spell before he entered the cloud, or if it wears off while he’s still coughing in the cloud, he is rendered completely defenseless for a few seconds. Shoot him with your super weapon several times at point-blank range, and he will immediately die.

In general, ignore the Dark Bishops that the Heresiarch summons, unless you happen to be hiding and one of them wanders into your area. The Bishops just keep coming as long as the Heresiarch remains, so you’re better off concentrating on the Heresiarch.

REIVER

Reivers appear only in the very last Hub, the Necropolis. When they do appear, they appear in hordes—more than a hundred of them. Now, even a hundred Ettins can create a huge pain; a hundred Reivers is definitely worse.



Think of Reivers as big Afrits. They shoot similar missiles, fly around with the greatest of ease, and dodge violently when attacked. The best way to clear them out is with weapons that produce explosions (like the Hammer Of Retribution) or weapons that are guaranteed to kill multiple enemies (like Wraithverge). Otherwise, they swarm you.

HIT POINTS 150

ATTACK DAMAGE 5-40

OVERALL Pretty tough, especially in the huge numbers in which they like to appear.

● **STRATEGY** These guys appear only in the Necropolis, so my advice is very location-specific. Hide in the alcove in which you started the game, then beat on those Reivers as soon as they start to enter the room. If you're playing the cleric you can use some Flechettes to trap the doorway, too. The general idea is to line the Reivers up by forcing them to enter the narrow mouth of the alcove, then knock them down as soon as they appear.

Just keep mowing those Reivers down, and eventually they stop coming back for more. But be prepared for a very long wait.

SLAUGHTAUR

The primary difference between Centaurs and Slaughtaurs is that it's much easier to ignore a Centaur. Slaughtaurs can shoot concentrated energy blasts at you, so you can't ignore Slaughtaurs stationed on high ledges or otherwise inaccessible areas.



There really isn't any fast or efficient way to kill a Slaughtaur. You just need to develop a good sense of timing and try to hit them right at the moment they drop their shields. Cleric Flechettes provide a good way to kill them, as well as strong melee weapons, such as Timon's Axe.

HIT POINTS 250

ATTACK POWER UP TO 32 AT LONG RANGE

OVERALL A huge pain. Deal with them as best you can or run away if possible.

● **STRATEGY** Don't shoot strong missile weapons at Slaughtaur, or you'll be sorry you did. Melee weapons and Flechettes are the best way to deal with them. Regardless of how you kill them, prepare to spend a while waiting for the shields to come down. Wraithverge is useful if you can get far enough away that the ghosts don't come after you when they're blocked.

The usual strategy of luring monsters around corners and through winding hallways applies here, as well. Also, remember, there's nothing wrong with running away if you encounter a horde of them.

STALKER

Stalkers aren't terribly tough, and they cannot walk on dry land. However, they can attack from a short distance and do a fair amount of damage. The main problem with Stalkers, though, comes from their ability to hide underwater and to pop up only when they attack. This makes conventional tactics useless when fighting a Stalker. Long-range attacks don't work, because they usually don't lift their heads out of the water—and you can't shoot what you can't see. Plus, Stalker leaders are capable of firing poisonous projectiles. Short-range attacks work just fine, but they usually involve taking collateral damage from the Stalker.



HIT POINTS

90

ATTACK POWER

UP TO 40

OVERALL Like Centaurs, Stalkers require patience to kill. A real nuisance.

● **STRATEGY** Whenever you get to the edge of a pond or lake where you might find Stalkers (slimy or sludge-filled areas are their most common habitat), stop for a moment and look for Stalker tails swirling in the water. Ease slowly toward the water, and prepare to bash them immediately when they rear up to attack. Quickly sidestepping or retreating can sometimes save you from their counter-attacks.

Cleric Flechettes are relatively effective against Stalkers, because their long-lasting poison effects can damage the Stalker as soon as it breaks the surface.

WENDIGO

Wendigos are like frosty Ettins with a little less toughness and a much better attack.



They fire twin balls of ice that shatter into damaging fragments when they hit something. Wendigos are easy to deal with individually, but their shattering attacks make them tough in groups. You sustain damage from hundreds of tiny ice shards, and that damage really adds up.

HIT POINTS

120

ATTACK STRENGTH 8 SHARDS, EACH DOING UP TO 8 DAMAGE

OVERALL Pesky and tough in packs. Kill 'em quick.

● **STRATEGY** The usual tricks of hiding behind corners or fighting from long range generally work with Wendigos. If you get surrounded by Wendigos, just abandon all caution and charge in to kill a few of them. Their low hit points make them easy to kill with your character's #2 weapon (Serpent Staff, Timon's Axe, Frost Shards).

Yes, even though it might seem silly, Frost Shards does, in fact, damage Wendigos. So fire away.

Stalkers are perhaps the easiest creatures to ignore, because they cannot follow you on to dry land. If you see an opportunity to simply avoid the Stalkers, don't be afraid to do so. On levels consisting mainly of swamp, however, this strategy does not work.

UNIQUE CREATURES

These creatures appear only once in *Hexen*. As I mentioned earlier, Heresiarchs are in some ways tougher than these unique foes. But all of the creatures and individuals listed below are more than capable of sending you to your doom.

The key to fighting these enemies is to develop a sound strategy. Although you can get away with mindless hacking and slashing against Ettins and their ilk, that simply doesn't work against the unique creatures of *Hexen*.

DEATH WYVERN

The first "boss monster" you encounter is the Death Wyvern. The Wyvern dwells in a huge cavern filled with lava with a narrow rock ledge around the perimeter. It never leaves this cavern. Rather, it flies back and forth with the greatest of ease, pummeling you all the while with its flaming breath attacks.

Aside from the power of the Wyvern's breath, you must contend with its excellent dodging skills. Though it doesn't move erratically like an Afrit, it does fly very quickly. It takes most players some time to learn how far to lead it with their ranged attacks.

HIT POINTS

640

ATTACK DAMAGE UP TO 128

OVERALL Tough, but manageable if you use a sound strategy.

● **STRATEGY** If you use the Wings Of Wrath, you can chase the Wyvern and get right on its tail. Since the Wyvern is a true flying creature—in other words, it does not float magically, it actually *flies*—it cannot simply stop in mid-air and turn around to face you. Instead, it must angle toward you. If you follow it tenaciously, you can stay on its tail and pummel it with relative ease.



Another strategy is to hide in one of the tunnels that lead to the Wyvern's cavern, then dash out and firing your most powerful weapon a few times before retreating into the tunnel again. This isn't the fastest way to kill the Wyvern, especially if you're having trouble hitting it, but it certainly is the safest.

ZEDEK

Zedek, the leader of the Legion, is a powerful warrior and a deadly foe. Fortunately for you, though, he doesn't hold all the great artifacts you do, and he isn't a terribly imaginative fighter. Sure, he pounds you with his Quietus



if you give him a chance—the key is, don't give him a chance!

Fighting Zedek is a lot like fighting another human in Deathmatch, though as I just mentioned, Zedek lacks the intelligence and resources of a human fighter. Mainly, his speed surprises you, especially if you aren't accustomed to playing Deathmatch with your friends.

HIT POINTS**800****ATTACK DAMAGE (QUIETUS)**

OVERALL Tough if you let him live. Try to kill him with a powerful first shot.

● **STRATEGY** When Zedek arises from the depths of his tomb, he always faces a certain direction. As soon as he's fully elevated, he starts to run. If you have difficulty killing

TRADUCTUS

Grand Patriarch of the church and all-around meanie, Traductus can be a difficult foe.

He sports a Wraithverge just like your own and isn't afraid to use it. It's hard to get in a cheap shot when Traductus first appears on the scene, so prepare for a real fight.

**HIT POINTS****800****ATTACK DAMAGE (WRAITHVERGE)**

OVERALL Not so bad if you read the strategy found below.

● **STRATEGY** You find plenty of Discs Of Repulsion scattered throughout Traductus' tomb, and that's no coincidence. Gather them up and get ready! When Traductus fires his Wraithverge at you, use these Discs to repel his ghosts and send 'em back to plague their owner. If you collect lots of discs and correctly time their use, you might be able to kill Traductus without firing a single shot. Just keep sending those ghosts back at him!

Normally, you don't need an Icon Of The Defender when you fight Traductus. The Discs Of Repulsion suffice. If you run out of discs, then a good stock of Quartz Flasks should keep you alive as you pound him with your super weapon.

Zedek, the next time you fight him, make a mental note of the direction he faces when he starts the battle. The next time you enter his tomb, stand on the opposite side. Then, you get a clean shot at his back when he rises—and one clean shot with a super-weapon is almost enough to finish him off.

Yes, this is a very dishonorable tactic, but it exemplifies the best strategy for fighting Zedek and the other two Masters. Kill them quickly, before they get a chance to do any real damage.

Don't waste an Icon Of The Defender on Zedek. Save it for later, when you do battle with Korax.

MENELKIR

Menelkir can be a royal pain, since you can't turn his weapons against him as easily as Traductus' Wraithverge. Also, you can't ambush Menelkir as easily as Zedek. Still, if you're fast and skillful, you can usually defeat Menelkir without using all your best artifacts.

Of course, that doesn't mean you won't die several times in the process. Bloodscourge is an incredibly powerful weapon, and a single direct hit typically results in your downfall. Good luck!

**HIT POINTS****800****ATTACK DAMAGE (BLOODSCOURGE)**

OVERALL Very tough. You need to try for an early knockout.

● **STRATEGY** As with the other Masters, you should try to kill Menelkir without using an Icon Of The Defender. Discs Of Repulsion work fairly well as defensive artifacts, since Bloodscourge fires powerful, concentrated fireballs that are easily repelled. This only works effectively if you hold a good supply of Discs,

however. Since the Discs aren't that useful in the early stages of the game, you should acquire a decent stock of them by the time you finally fight Menelkir.

The cleric can often win against Menelkir by simply running around near the walls and firing Wraithverge with reckless abandon. The ghosts home in on Menelkir and do their damage, while Menelkir's Bloodscourge missiles often hit the wall and do only a fraction of their damage to you.

Try to get a good shot at Menelkir when he first appears. If you can do that, you should be able to survive the combat.

KORAX

Korax is the second Serpent Rider, and defeating him is your ultimate goal in Hexen. When you finally reach his stronghold, you might be intimidated by his appearance and lose to him several times before getting it right. However, once you figure out how he likes to fight, you should be able to defeat him with relative ease if you have at least two Icons Of The Defender.

Korax fires multi-colored blasts from his many arms. These blasts converge into a single, concentrated ring as they fly farther and farther away. Getting hit with this ring either kills you outright or comes awfully close, so be prepared!

Additionally, Korax can manipulate his environment by causing various traps to appear: huge spikes from the floor, fireballs from the ceiling, and lava pools around you. All in all, he just loves to make your life difficult.

Korax can also teleport out of harm's way, but this isn't as hard to deal with as the Heresiarch's protective spell. You can inflict massive amounts of damage to Korax in a limited amount of time, just so long as you carry protective items that let you absorb the incredible damage Korax himself can dish out.



HIT POINTS

5000

ATTACK DAMAGE

VARIABLE BUT ALL EXTREMELY TOUGH

OVERALL Arguably the toughest monster you face in Hexen.

● **STRATEGY** When you first find Korax, activate an Icon and run right up to him (avoid the ground spikes, though, since these traps can kill you regardless of the Icon). The Icon lets you ignore just about everything, including Korax's missiles and most of the traps around you. Beat on Korax at point-blank range with your super weapon until he teleports away and releases a horde of Ettins and Centaurs. Kill these smaller creatures as quickly as possible; you should still have a little time left before your Icon disappears.

Once all these creatures are dead, a new door opens up, and you can once again confront Korax. Peek inside the new room and fire at him a couple of times. He teleports to several different locations.

Activate a second Icon and beat on Korax some more with your super weapon. Don't try to run too close, or he simply teleports away. Fire at him from medium range, and eventually you should be able to kill him.

Ghostly Chaos Serpents will appear to nag you during this phase of the battle, but just ignore them. Concentrate on Korax!

Even in death, Korax is deadly. Stay away from his body as you defeat him, or the angry spirits that fly from his corpse will damage you.

CHAPTER 7

WORDS TO THE WISE (HEXEN STRATEGIES)

Part II of this book comprises a detailed walk-through of *Hexen*. Even with the walk-through at your fingertips, though, *Hexen* is not an easy game to win. You must still fight numerous battles and surmount a variety of physical obstacles, which makes completing each Hub's puzzles and advancing to the next set of levels more difficult than it might appear. This chapter covers winning strategies for a variety of situations in *Hexen*, from combat to obstacle courses, puzzles, and all manner of tricky situations.

The first part of this chapter deals with combat, pure and simple. Mastering your character's movement, getting the most from your weapons, employing useful combat strategies—all of these things help you win more battles in *Hexen*. The second part of this chapter deals with obstacles and physical tasks, such as leaping chasms and navigating damaging terrain. The final section reviews some techniques that keep you from getting stumped by the puzzle aspects of the game.



COMBAT

Combat in *Hexen* is relatively straightforward, and you can go a long way without giving it much thought. However, unless you play at the lower difficulty levels, you are guaranteed to eventually run up against an enemy that's extremely hard to beat. This section looks at a wide variety of techniques to improve your combat skills. If you're stuck or frustrated with combat, look over this information before resorting to cheat codes or adjusting the game's difficulty level.

CONTROLLERS

Your ability to win a fight depends, to a surprisingly large degree, on your game controller. You need to find a controller and key configuration that works well for you, then play with it long enough to memorize the location of all the keys. Different players use different controllers and different configurations, and there's certainly nothing wrong with that. However, some controllers provide greater versatility than others, so you should carefully consider your options before choosing a particular setup.

JOYSTICK AND KEYBOARD

The joystick is probably the worst controller for *Hexen*. Four-button game pads are adequate, and a two-button joystick is extremely limiting. These joysticks don't give you enough buttons to control the most vital combat functions in *Hexen*, and most joysticks

require two hands to operate effectively, leaving none free for the keyboard. Furthermore, a joystick doesn't give you the wide range of movements that a mouse or trackball can. That's why most joysticks offer no real advantage over the keyboard, and bring the distinct disadvantage of occupying your hands without giving you enough control.

Some players like to use flight joysticks that come with four buttons and a four-directional hat switch. These joysticks give you a little more flexibility than your average joystick and produce markedly better results. However, I have never seen a truly great *Hexen* (or *Doom* or *Heretic*) player who used a joystick in serious Deathmatch play. These players might exist, but most good players opt for the mouse and keyboard.

KEYBOARD

The keyboard's main advantage is its simplicity: All of the keys are right there before you, so you don't need to juggle two different controllers. The disadvantage of the keyboard is its fixed turn rate. The arrow keys turn you at two different speeds: quickly if you're running, slowly if you're not. The mouse, on the other hand, can produce a much wider variety of turn rates and can spin you completely around in a fraction of a second.

The keyboard is definitely a good controller for both Deathmatch and regular play. A few players argue that you can never be truly great in Deathmatch if you don't use the

mouse, but some gamers simply don't like to use the mouse and keyboard at once, even though they acknowledge that the mouse adds versatility and speed.

If you choose to use the keyboard alone, make sure you customize it to your liking. One common trick is to re-map the strafe keys (that is, the keys that control lateral movement) so that it's easier to simultaneously turn and strafe. More on this later.

KEYBOARD AND MOUSE

The deadliest Deathmatch players generally use a combination of mouse and keyboard. When using both devices, you have a wide range of customization options, so try several different key and button combinations before settling on any one configuration.

The mouse adds fast turning ability to the keyboard's complete arsenal of commands. If you do a good job of clustering the important keyboard commands where you can easily access them, the mouse and keyboard provide an excellent pair of controllers.

COMBAT MOVEMENT

Hexen's characters are somewhat slower than the elf from *Heretic* and the marine from *Doom*. This means that fast footwork isn't quite as powerful as it was in those earlier games. Don't pick the mage and expect to dance circles around the Death Wyvern, because it just isn't going to happen. Movement is still extremely important, though. If you don't make the most of your character's movement capabilities, then you encounter difficulty winning all but the easiest battles.

Here are some tips to remember about movement:

- You should run, rather than walk, most of the time, especially if you're playing the cleric or mage. Obviously, you want to take it easy when you're walking on a narrow ledge or jumping from rock to rock in a tricky location. But otherwise, you need to make full use of your speed.
- Strafing (moving laterally) is an extremely important part of *Hexen*, and you really miss out if you never use your strafe keys. These keys allow the absolute best way to dodge incoming projectiles, because they let you move quickly but don't force you to turn your head and lose sight of your target.
- Prepare to run out of a dangerous area at any moment. Often you find that traps teleport new monsters right up close to you, and you're better off running to more favorable ground, rather than letting them close in and fight you on the spot.

MOVEMENT TIPS AND TRICKS

You might find these few movement-related tricks useful—feel free to try them or ignore them. Deathmatch games are the perfect place to test these strategies to see if they do you any good.

RUNNING IN CIRCLES

Strafing left while moving right or strafing right while moving left gives you a great way to circle your target in an open area. You get to move very quickly but keep your target in your sights, so you can blast away with impunity and seldom get hit in return. This trick is easy to perform if you re-map your keyboard, like this: Make **[Home]** on the numeric keypad your Strafe Left key, and

[Page Up] your Strafe Right key.

Now start the game and go into a level with a wide-open area. Find a rock, pillar, or similar obstacle in the middle of the open space and line it up in your sights. Then press [Home] on the keypad and hold it down. You begin to slide to the left, and the rock slowly moves toward the edge of your screen. Now, while still holding down [Home], start tapping on the [→] key. This turns you inward as you continue to slide left, keeping the rock in your sights. If that rock is a monster or another player, this puts you in pretty good shape, because you're moving quickly enough to avoid most of their attacks, while keeping them squarely in your sights.

This maneuver works best if you run while you perform it. So practice until you can do it effectively while moving at full speed.

AUTO-RUNNING

In some 3-D combat games you can engage the [Caps Lock] key to force your character into running mode. While [Caps Lock] is on, pressing the arrow keys makes your character run instead of walk. This is extremely useful for Deathmatch play, where speed is of the essence and players don't like holding down the [⇧Shift] key all the time.

Unfortunately, *Hexen* doesn't support this option. There are a variety of ways to improvise, however. Some players use a heavy object, such as a stapler, to prop down the Run key, by opening it up, then positioning it so that it holds down the key for them.

A similar technique is potentially damaging to your computer, but it's been proven to work quite well. Don't try this particular trick unless you're willing to risk injury to your keyboard! First you need to re-map the keyboard so that the [Ctrl] key is your

Run key and the [⇧Shift] key does nothing. Then hold down [Ctrl] and wedge a nickel into the space between the [⇧Shift] and the [Ctrl] keys. If you do it properly, the nickel holds down the [Ctrl] key permanently in the run position, and you can then concentrate on more important things, like shooting and strafing.

These techniques are especially useful if you're playing the mage, because of his slow walking speed. I can't think of too many instances in which you'd rather walk than run if you're playing the mage.

GETTING THE MOST OUT OF YOUR WEAPONS

Weapons play an essential part in any fight. Read Chapter 3 to learn about each weapon's quirks and distinctive characteristics. Here are a few other things to bear in mind when selecting and using your weapons:

- Weapons that fire a single burst, like Firestorm, Arc Of Death and the Hammer Of Retribution, are usually better for killing monsters than rapid-fire weapons, like the Serpent Staff. These weapons let you focus on hitting your target with a single, damaging blow, and then you can take evasive action until you choose to fire again.
- Flechettes are very useful when you're fighting monsters in a hallway or beyond a doorway. Put Flechettes in these cramped, narrow areas for maximum effect. Also, if you like to get the most value out of your Flechettes, you might try playing the cleric. Poison Flechettes from the cleric are great at damaging all monsters and are perhaps the single best way to kill Centaurs and Slaughtaurs.



FIG. 7-1. Centaurs just love the poison Flechettes.

- Put away weapons like the Hammer Of Retribution and the Firestorm when you travel through enclosed areas. Timon's Axe and the Serpent Staff serve you better at close range.
- Whenever possible, engage in long-distance battles. Weapons like the Serpent Staff and Frost Shards use very little mana and inflict good long-range damage, and long-range battles allow you to dodge enemy attacks quite easily. Remember to strafe!

DEATHMATCH STRATEGIES

Every player has their own secret Deathmatch techniques, and you'll no doubt develop a few for yourself if you regularly play *Hexen* Deathmatches with your friends. However, beginning players often run into difficulty learning how to improve their Deathmatch play. After all, if you're not very good at Deathmatch, you get killed very frequently—and you can't learn too much if you keep getting slaughtered. Here are a few things to consider, the next time you play Deathmatch.

- Deathmatch battles are stocked full of powerful items. Therefore, lesser items, such as Flechettes, are often of little use. Ignore them and look for something better.

- Slower weapons, like the Hammer Of Retribution, aren't very powerful in Deathmatch, because fast opponents can dodge some of their effects. Conversely, weak but fast weapons, like the Sapphire Wand, aren't entirely useless in Deathmatch, simply because the fast Wand projectiles cannot be dodged.
- The Disc Of Repulsion, which isn't too highly prized in regular play, can be great fun in Deathmatch. Use it to knock your friends from cliffs, to disorient them, or to reflect their super-weapon right back at them.
- The Icon Of The Defender is probably the best Deathmatch artifact. It ensures you a swift kill if anyone's foolish enough to fight you while it's active.
- Use the Wings Of Wrath to fly across the battlefield, like the player in Figure 7-2. Fly at maximum elevation, and you get some great cheap shots at the players running around on the ground.

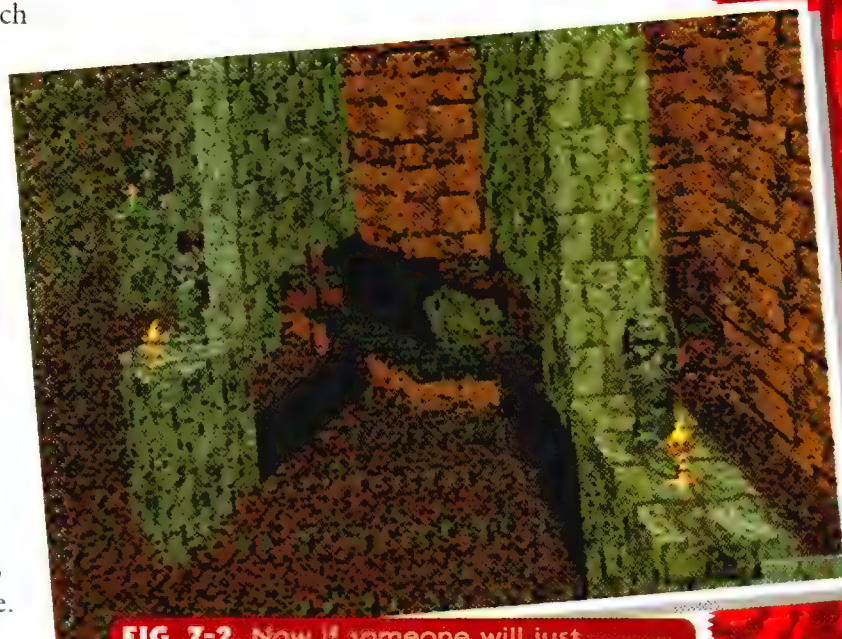


FIG. 7-2. Now if someone will just walk into the courtyard...

Study your enemies. Many players like to spend a good portion of their time in one specific part of the level, and most players establish movement patterns that allow them to grab the items and weapons they want. Find out where your foes like to hide and where they go to stock up.

Finally, and most importantly, play *Hexen* in single player mode and get to know the terrain. You put yourself at a huge disadvantage if you don't know how to get around on the map, mainly because you can't find the best weapons or remember how to get back to them if you *do* manage to find them.

OBSTACLES AND DIFFICULT TERRAIN

Many of the obstacles you encounter in *Hexen* fall into a few basic categories. The list identifies these common obstacles and provides a few tips for navigating them. However, whenever you face a difficult obstacle, don't rely solely on these tips—make sure to save your game before proceeding.

READJUSTING TERRAIN

Often, picking up a certain item or throwing a particular switch triggers changes in the world around you. It's generally a good idea to stay right where you are and observe these changes until they appear to be completed, rather than dashing away in hopes of escape. Many of the deadliest traps in *Hexen* can be avoided if you proceed with patience and caution.

CLIFFS AND DEADLY FALLS

Carefully study every jump before leaping. Some jumps require a running jump, whereas others require a walking jump. Several pits and

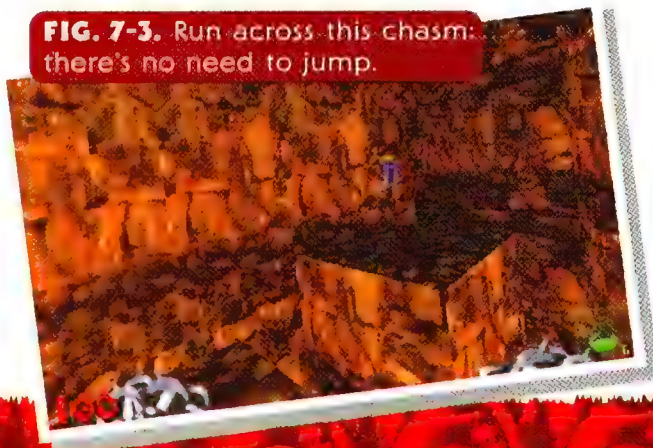
chasms don't require a jump at all: for example, you can run to the narrow ledge in Figure 7-3 instead of leaping to it.

Kill any monsters that happen to wander or fly around. They can be terribly distracting, and in some cases, they can affect your jump.

Always look down before performing a difficult jump. You automatically look up again as you leap, so don't worry about missing what's around you. It's more important to look at the ground, so you know exactly where the ground ends and the pit or chasm begins.

Once you land your jump, prepare to quickly tap the  key to slow your forward momentum. In many cases, you won't get the luxury of a large landing area.

FIG. 7-3. Run across this chasm: there's no need to jump.



Finally, after landing from your jump, hold still for a moment and take stock of your situation. Players who successfully leap to a small precipice often start to prepare for their next jump too soon. They don't first look down and establish where they landed before they start to move, and often, they end up falling to their deaths.

CRUSHING TERRAIN

You will frequently encounter a room or hallway filled with crushing blocks, like the one in Figure 7-4. The key here is simply to exercise patience. Wait there and watch the crushing blocks for half a minute or so. Learn their timing. If you need to run through a large area filled with crushers, you should also look for safe spots. Even if you save the game beforehand, you can often traverse crushing terrain more quickly if you investigate it thoroughly the first time, rather than dashing into it and repeatedly getting killed.

LAVA AND WATER

Occasionally, you fall into a pit of lava or damaging terrain, but the fall doesn't kill you. In this case, you just need to dash around as



FIG. 7-4. Be patient—or you get smashed.

quickly as possible, looking for elevators or stairs that lead back up. There are very few places in *Hexen* where you become trapped in lava or damaging terrain and are provided no way of climbing out. Usually the initial fall causes enough damage to kill you outright—otherwise, an escape route exists somewhere, if you can just find it.

Water and slime don't damage you, but it can drag you around and cause inconveniences. Sometimes, it's helpful to follow a water current and see where it leads, but occasionally it leads to a fatal drop-off. If you do plan to follow a water current, make sure you're looking ahead at all times and prepare to quickly hit the brakes.

SOLVING PUZZLES

No hard and fast rules exist for solving *Hexen*'s puzzles, but if you follow a few basic principles, you'll find it much easier to figure things out and advance from Hub to Hub. Much of this advice is just common sense, but some of it is specific to the *Hexen* environment.

Throw every switch you find. Also known as the I-never-met-a-switch-I-didn't-like principle, this rule states that you throw every switch, take every item, pick up every key, and generally tinker with every object you find. Every once in a while, you hit a switch or take an item that triggers a nasty trap—but nine

times out of ten, you perform a useful task. Even when a switch activates a trap, it usually does something useful, as well—such as opening a critical door or revealing an important key elsewhere on the level.

Leave no stone unturned. When you find an area that looks barren or pointless, like an immobile stone slab (Fig. 7-5) or an empty room with nothing useful inside, it probably is not useless at all. Go check it out. If you still can't find anything, then make a mental note of it. You can bet it will serve some purpose later.

FIG. 7-5. In all likelihood, this stone slab will open up later.



Investigate old areas again and again. The Hub structure of *Hexen* dictates that you will spend lots of time covering old ground, looking for new developments. If you get stuck, you can almost always get the game moving again by methodically checking all the places you've already been for switches and keys you might have overlooked, and for new developments that occurred since you were last there. This isn't always a fun process, but it is extremely effective if you're thorough.

To make this process easier, always make a note of doors that can't be opened and walls that look like they should move. Changes are most likely to occur in these places, and if you remember where they are, you can save yourself a lot of needless searching.

Look for an overall pattern. Each Hub tends to have a central theme. In Seven Portals, you need to throw the switches that (gasp) open up the level's seven portals. In Shadow Wood, you need to collect keys and throw several switches to open the door to the Hypostyle. Look for these patterns, and suddenly your quests shape up. You'll find that a quest is much easier when you know exactly what you're trying to do.

Clean out the monsters first. Figuring out *Hexen* is hard enough without having a bunch of monsters chasing you around. Since new monsters constantly reappear, you can never completely clear out a level. But if you get rid of the level's initial occupants, the new ones are very easy to deal with, and it's easier to pay attention to your surroundings.

If you have trouble thinking with all those monsters roaming around, you might consider cleaning out the level first, then using the cheat code to enter God mode for a while (see Appendix B). It's much easier to concentrate on puzzles when those Ettins clawing at your back can do you no harm.

Another good way to help your thinking processes is to completely turn off the game sound once you've cleaned out most of the monsters. It's definitely easier to think clearly without all those growls, hoots, groans, and bird calls distracting you.

Cheat like crazy. When all else fails, turn to Part II of this book. It features an explicit walk-through of every Hub in *Hexen*, and will get you through any tough spots that threaten to ruin your enjoyment of the game. Alternately, look to Appendix B for some extremely useful cheat codes.

CHAPTER 8

WINNOWING HALL AND SEVEN PORTALS

This chapter marks the beginning of Part II of this book, which consists of a complete walk-through of *Hexen*, from beginning to end. If you encounter difficulty figuring out a particular Hub or you're wondering if you missed anything important along the way, this is the place to look.

Game levels in *Hexen* do not stand alone. Rather, the game is built around several large Hub levels that each provide access to a number of sub-levels. Typically, you need to take many trips back and forth between a Hub and its sub-levels before beating the entire Hub. Once you open a door to the next major Hub level, you've successfully beaten that Hub and never have to return. Because of this interlinked level structure, it would be extremely confusing to deal with each level separately. Therefore, instead of looking at each level in isolation, each of the following chapters concentrate on a single Hub and all of its sub-levels. Try to think of each Hub as a single, massive level and consider each of its sub-levels as individual parts of that level.

The only exception to the game's Hub structure is Winnowing Hall, the very first level. Winnowing Hall is a short introduction to *Hexen* and it stands completely alone. Once you leave the Winnowing Hall, there's no turning back.

Unlike *Heretic* and its predecessors, *Hexen*'s maps do not include "secret" areas that the program keeps track of. Certainly, some areas are difficult to find, but you need to discover most of these hard-to-find areas simply to advance to the next Hub. In other words, fully exploring each level—except for the single secret level attached to each Hub—is now mandatory.

In keeping with this new design philosophy, my walk-through of the game levels is extremely straightforward, and the maps don't show the location of every Crystal Vial and chunk of mana. Instead, key locations on the maps are numbered in roughly the order you need to visit them (though there are some major exceptions). Extremely useful items are also numbered on the map, but you will discover most of the equipment you need just by completing the levels. Keep your eyes open and gather equipment as you go

through each level, and you'll encounter very little difficulty completing the game. Don't be afraid to take time out from the walk-through to just gather items or equipment.

Each Hub includes a secret level. This walk-through covers all of these secret levels in detail. Though exploring these levels is not mandatory, I strongly recommend you investigate them. Following this walk-through enables you to automatically perform all the actions necessary to open the gateways to these secret levels. Then, after you solve the main riddle of the Hub, you're given the choice to enter the secret level or to just ignore it and proceed directly to the walk-through of the next Hub.

A final note about character class: The weapons of each class are different, and *Hexen* can be played at several different levels of difficulty. This walk-through uses a cleric character at the default (Priest) level of difficulty. If you use a mage or fighter instead, or play at a higher or lower level of difficulty, you might notice some slight differences between my walk-through and your actual experiences. For example, the walk-through might say that when you reach point seven, you discover five Ettins and an Afrit. But when you actually get there, you might find only two Ettins, or perhaps eight Ettins and three Afrits. Also, your weapons will sometimes appear in different locations than I have indicated. Don't worry about these small differences: They're to be expected.

Finally, feel free to take time out from this walk-through to explore the world around you. My directions only guide you through the most important points of each map, and I seldom mention the smallest artifacts—like Crystal Vials and Quartz Flasks. When you see these objects, go pick them up! In fact, pick up any useful objects you happen to notice, unless specifically instructed not to.

Now let's get on with the walk-through!

WINNOWING HALL

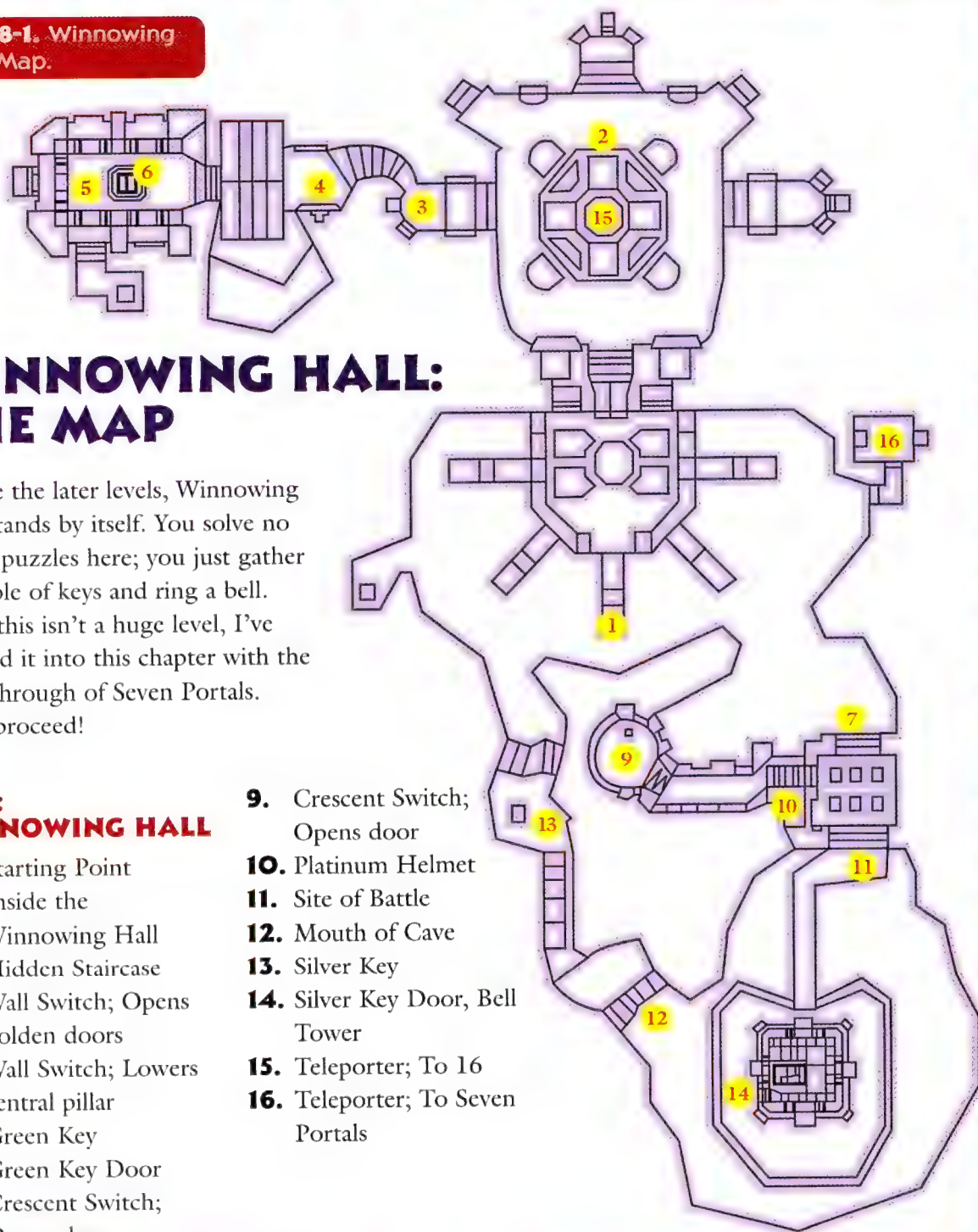
FIG. 8-1. Winnowing Hall Map.

WINNOWING HALL: THE MAP

Unlike the later levels, Winnowing Hall stands by itself. You solve no major puzzles here; you just gather a couple of keys and ring a bell. Since this isn't a huge level, I've lumped it into this chapter with the walk-through of Seven Portals. Let's proceed!

KEY: WINNOWING HALL

- | | |
|--|--|
| <ul style="list-style-type: none"> 1. Starting Point 2. Inside the Winnowing Hall 3. Hidden Staircase 4. Wall Switch; Opens golden doors 5. Wall Switch; Lowers central pillar 6. Green Key 7. Green Key Door 8. Crescent Switch; Opens door | <ul style="list-style-type: none"> 9. Crescent Switch; Opens door 10. Platinum Helmet 11. Site of Battle 12. Mouth of Cave 13. Silver Key 14. Silver Key Door, Bell Tower 15. Teleporter; To 16 16. Teleporter; To Seven Portals |
|--|--|



WINNOWING HALL WALK-THROUGH

You begin the game standing at point one, looking at the porch of the Winnowing Hall. You immediately notice a group of Ettins standing on the porch. At higher difficulty levels, you see a few Afrits, as well. Your first order of business is to kill everything in sight.

When fighting Ettins, remember that all weapons—even the fighter's Gauntlets—have a better range than the Ettins' maces. Move backward as you fight them, beating them all the while. This should enable you to kill them without getting scratched in return. Afrits are a little tougher to kill but are manageable if you keep them in view at all times.

Climb onto the porch. If you sustained any injuries while fighting the Ettins, break the stained glass windows to either side of the large wooden door and gather the Crystal Vials inside. Then go through the wooden door and into the Winnowing Hall. It's a large, symmetrical room with lots of stained glass windows. Don't worry, we'll get around to smashing them later!

Run forward to point two, which is just a spot on the other side of the hall. You'll have to dodge around a red teleporter in the center of the room that's encased by a wire cage. As you run through the middle of the hall, four Ettins are released. Kill them all, and then collect the Flechettes lying in the center of the room near the Teleporter.

Now proceed to point three in the western wing of the hall. At point three, you find three stained glass windows: Break them and take any goodies you find inside. The right-most window reveals a winding stairway leading downward.

Run down the stairs to point four, a small chamber where an Ettin greeting party awaits you. Maul the Ettin(s), then turn your attention to the wall. You'll see a switch that looks like a cow's

head mounted on the wall. Pull the switch. This opens up a row of golden doors to the west. Run through the doors, and you enter a small, rectangular room with a column in the center. Move past the column until you reach point five. At this point the walls lower to reveal a sizable host of Ettins. Once again, the Ettins should pose minimal trouble if you can keep your distance. The main thing is to not let yourself get surrounded. Use Flechettes for extra firepower if you find yourself in a jam.

Once you clear the room of monsters, find a switch mounted on the wall near point five. It's on the western wall of the room, to the left of a large stained glass window. Pull the switch, and the large column in the center of the room sinks down to the floor. Atop this column you find the Green Key, shown as point six on the map. Run over and take the key. At this time, feel free to poke around the room and break the stained glass windows—especially if you're hurt—and look for Crystal Vials.

Now it's time to leave the room. Unfortunately, the golden doors by which you entered have since turned into a trap! As you try to leave, they spontaneously open and slam themselves shut, crushing you if you get caught inside. Save the game here, in case you get crushed and need to restart.

To go back through these doors, wait until the nearest door closes, then walk right up to the center of it and hold down the run key while facing it squarely. When the nearest door finally opens, you will automatically burst through it and run straight through the hallway to safety.

Proceed back past point four, up the stairs, and into the Winnowing Hall. Go break all the stained glass windows if you want to: you'll find some more Vials and a Quartz Flask or two. When

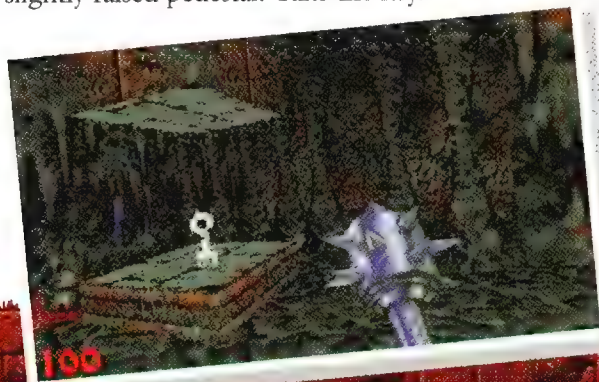
you're done vandalizing the hall, go back to point one where you started the game. Then proceed to point seven, which is a large wooden door that requires the green key to open. Open the door and kill the Ettins in the small room on the other side.

At point eight on your map, you discover a switch that looks like a crescent moon mounted on the wall. Throw the switch, and a door opens behind you, revealing a steep flight of stairs leading up. Climb the stairs, kill the Ettin that's waiting for you at the top, and you will soon reach point nine. At point nine, a switch rises from the floor. Look carefully—it's quite low to the ground. Throw this switch, then start back down the stairs.

As you walk down the stairs you might notice an opening on your right. If you jump up on to the rightmost edge of the stairs, you can hop your way up to point ten, a small alcove with a Platinum Helmet in it. Take the Helmet and jump back down onto the staircase.

Now proceed toward point 11. A horde of Ettins and an Afrit or two have appeared at the base of the stairs, and you need to deal with them before proceeding. Remember to stay your distance from Ettins. If you run into difficulty killing the Afrits, try hiding in the corner at point eight. The low ceiling forces the Afrits to descend, returning them to eye level for you to bash.

When you reach point 11, veer toward the mouth of the cave at point 12. A few straggling Ettins will come out to greet you. Once you beat them into pulp, enter the cave and walk all the way to point 13. Here, you find the Silver Key on a slightly raised pedestal. Take the key.



Next, leave the cave through the same tunnel by which you entered. This looks like a difficult task, because a line of crushing ceiling blocks stands directly in the way. You can run through these in the same way that you ran through the crushing golden doors. Wait until the nearest block descends, then get right up next to it and press the run key. When the block finally raises, you will blast through the tunnel toward point 12.

Now turn your attention to the tower in front of you. At point 14 is a door you can open with the Silver Key. Walk up and open the door. Break the vase inside and take the Quartz Flask, then climb the stairs all the way up to the top of the tower. At the very top, you find a large bell. Hit the bell with your weapon, and it will ring. Now climb back down the stairs and exit the tower.



At this time, make your way back to point one, where you started the game. Several Ettins and Afrits were released when you rang the bell, so take your time and fight them as you proceed. When you reach point one, change course and proceed to point 15, the teleporter in the middle of the great hall. The wire cage that once surrounded it has now disappeared, and you're free to go inside.

The teleporter takes you to point 16. Walk forward very slowly, and you notice that a wall panel slides open to your right. You can now either walk through the opening that the panel reveals, or you can go through the mirror teleporter mounted on the wall in front of you. If you choose to ignore the teleporter for now, you can walk back out into the Winnowing Hall and explore the level for odds and ends you might have missed. Otherwise, just enter the teleporter, which whisks you away to the first major Hub, the Seven Portals.

SEVEN PORTALS

Seven Portals is a fairly straightforward Hub. As you might expect from the name, Seven Portals houses seven large doors, labeled two through eight on the Seven Portals map. These golden doors are all closed when you first enter the area. Your objective is to open all of these doors, because the final door (point five on the map) leads to the next Hub.

In order to open these doors, you need to travel back and forth between Seven Portals and the three sub-levels named Guardian Of Ice, Guardian Of Fire, and Guardian Of Steel. All of these levels feature an abundance of wall-mounted switches. By throwing them, you gradually clear a path to the end of the Hub.

SEVEN PORTALS: THE MAPS

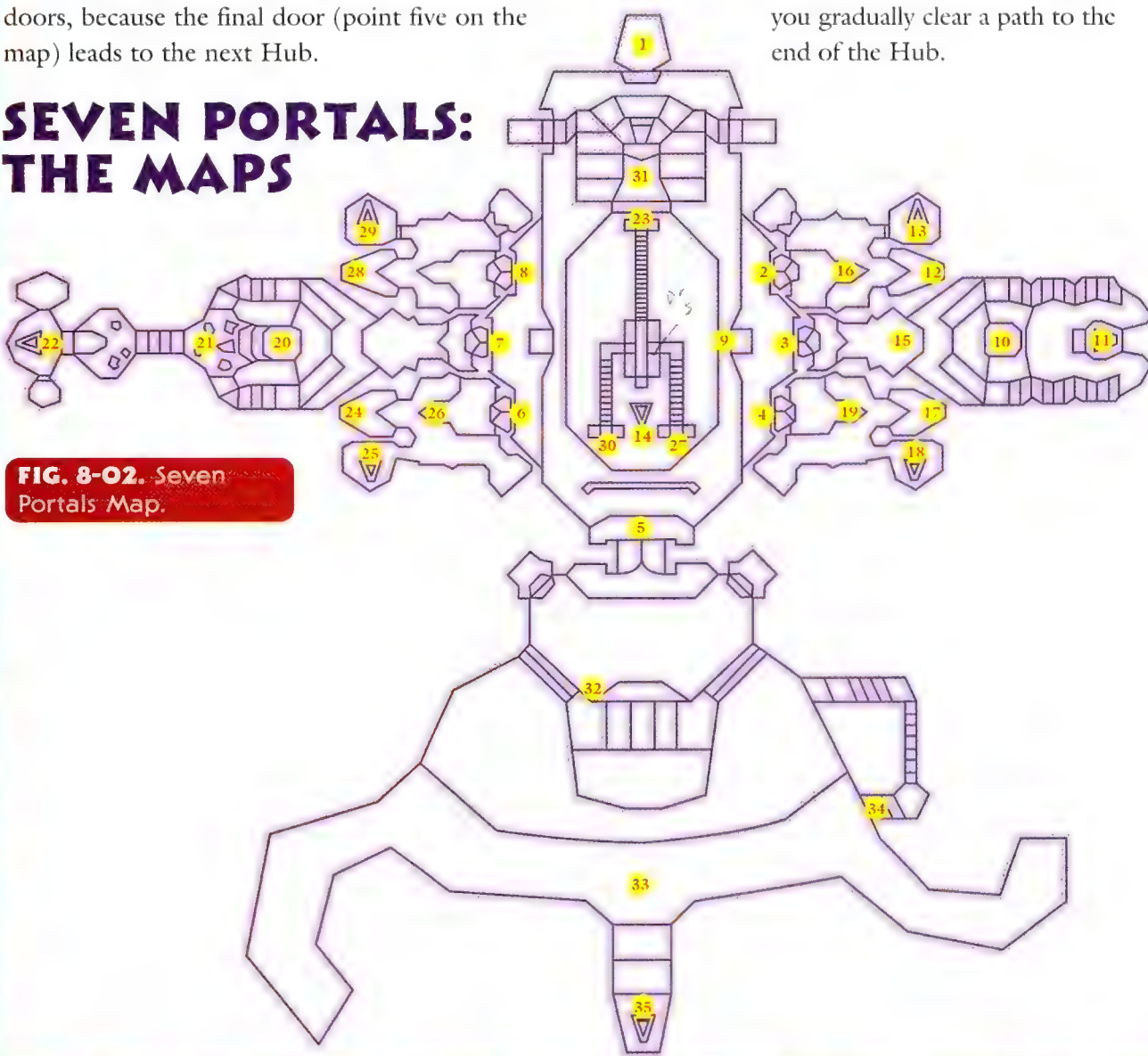


FIG. 8-02. Seven Portals Map.

KEY: SEVEN PORTALS

1. Starting Point
2. Golden Door; Leads to Guardian Of Fire
3. Golden Door; Leads to Guardian Of Ice
4. Golden Door; Leads to Guardian Of Steel
5. Golden Door; Leads to exit
6. Golden Door; Leads to Guardian Of Steel
7. Golden Door; Leads to Guardian Of Ice
8. Golden Door; Leads to Guardian Of Fire
9. Wall Switch; Opens door 3
10. Quartz Flask
11. Teleporter; To Guardian of Ice
12. Wall Switch; Reveals 13
13. Teleporter; To Guardian Of Fire
14. Second Weapon; Serpent Staff, Timon's Axe, etc.
15. Teleport Destination
16. Teleport Destination
17. Wall Switch; Reveals 18
18. Teleporter; To Guardian Of Steel
19. Teleport Destination
20. Quartz Flask
21. Ice Trap
22. Teleporter; To Guardian Of Ice
23. Base of stairs
24. Wall Switch; Reveals 25
25. Teleporter; To Guardian Of Steel
26. Teleport Destination
27. Base of Stairs
28. Wall Switch; Reveals 29
29. Teleporter; To Guardian Of Fire
30. Base of Stairs
31. Waterfall; Leads to Secret Level
32. Wall switch; Opens huge doors to south
33. Magical Bridge
34. Secret Area; Must jump
35. Piece of Super Weapon and Teleporter; to Shadow Wood

SEVEN PORTALS WALK-THROUGH

After teleporting out of Winnowing Halls, you materialize at point one on Seven Portals. A vision of Korax appears before you and asks you if you're ready to die. Very impolite, if you ask me.

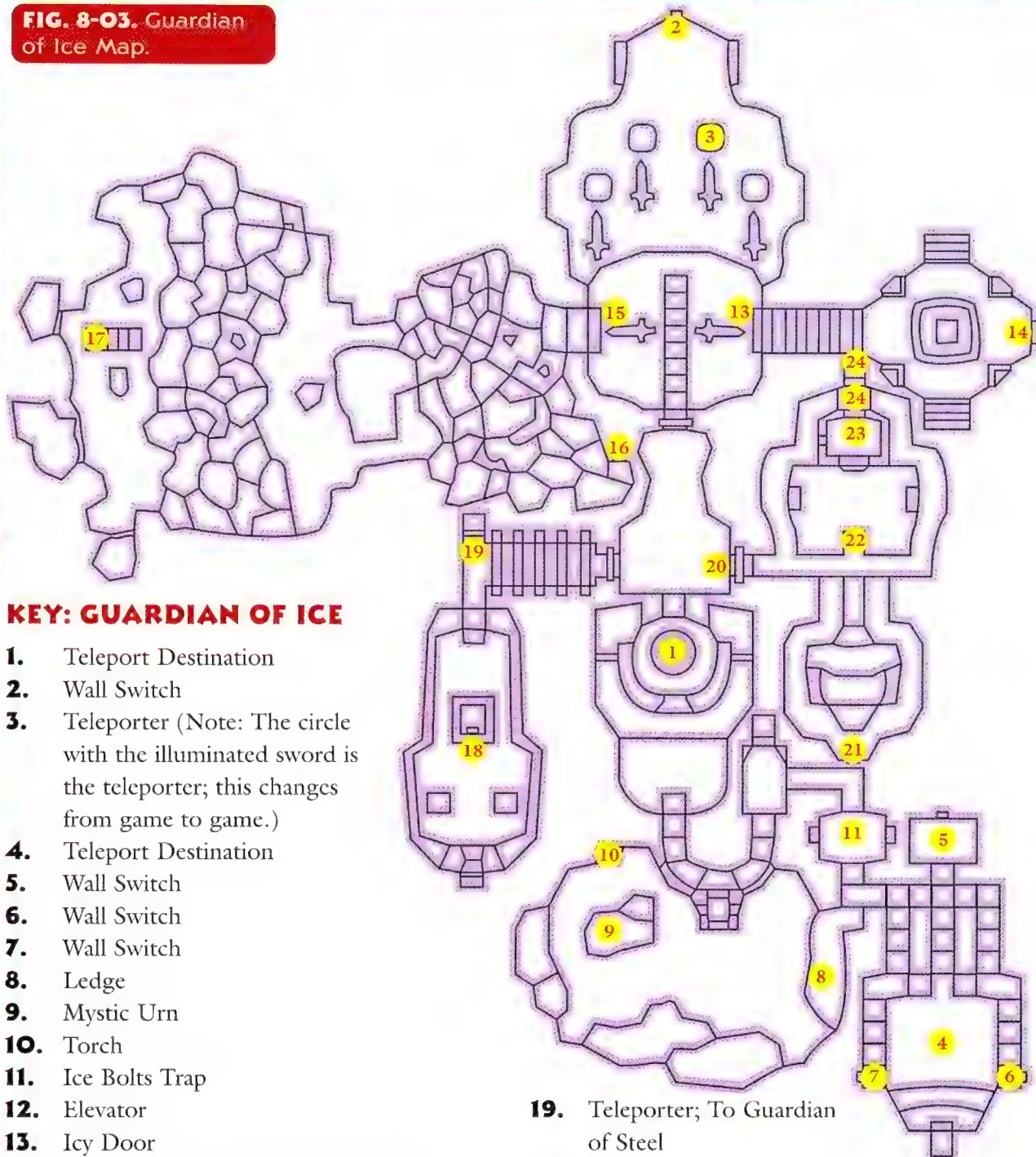


When Korax's head disappears, you can run forward through the space it occupied. You will fall to the ground, and now you're standing in the central area of Seven Portals. A crowd of Ettins and Afrits is here to greet you, but you've got a lot of room to run in. Kill these creatures as best you can, then head for point nine on the map.

Point nine is a wall switch mounted on a square pillar. Throw the switch, and one of the large golden doors opens—namely, the door marked three. A pillar at point 14 also descends, revealing your character's second weapon. Run to point 14 and get the weapon... you'll need it!

Walk back toward the pillar at point nine and you find... several Ettins and Chaos Serpents beyond door three! You need to kill them all. If you're the mage or cleric, you can

FIG. 8-03. Guardian of Ice Map.



KEY: GUARDIAN OF ICE

1. Teleport Destination
2. Wall Switch
3. Teleporter (Note: The circle with the illuminated sword is the teleporter; this changes from game to game.)
4. Teleport Destination
5. Wall Switch
6. Wall Switch
7. Wall Switch
8. Ledge
9. Mystic Urn
10. Torch
11. Ice Bolts Trap
12. Elevator
13. Icy Door
14. Flame Mask Slot; Lowers Fire Key
15. Icy Door
16. Wall Switch; Lowers Steel Key
17. Steel Key
18. Wall Switch; Starts Poison Dart Trap

19. Teleporter; To Guardian of Steel
20. Door
21. Wall Switch; Reveals point 23
22. Ledge; From here, you must jump to 23
23. Wall Switch; Reveals 24
24. Teleporter

KEY: GUARDIAN OF FIRE

1. Teleporter
2. Shield and Wall Switch
3. Door to Earthquake Bridge
4. Start of Earthquake Bridge
5. Door
6. Ledge
7. Wall Switch; Opens 5
8. Teleport Destination
9. Fire Key Door
10. Elevator Switch

11. Elevator Foyer
12. Teleporter; To 13
13. Wall Switch and Teleport Switch
14. Teleport Destination
15. Ledge
16. Floor Switch
17. Sliding Wall Trap
18. Safe Ledge

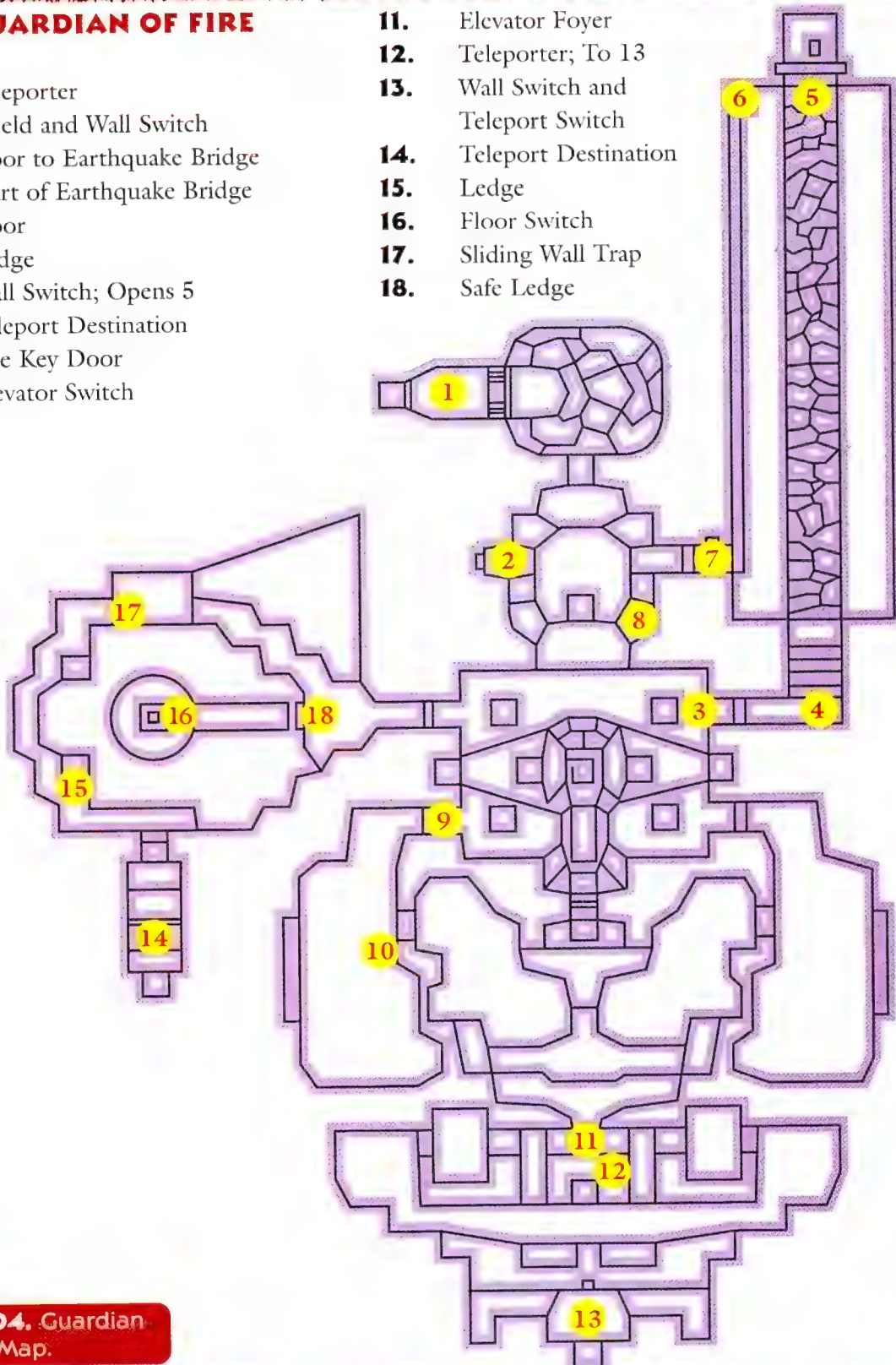


FIG. 8-04. Guardian Of Fire Map.

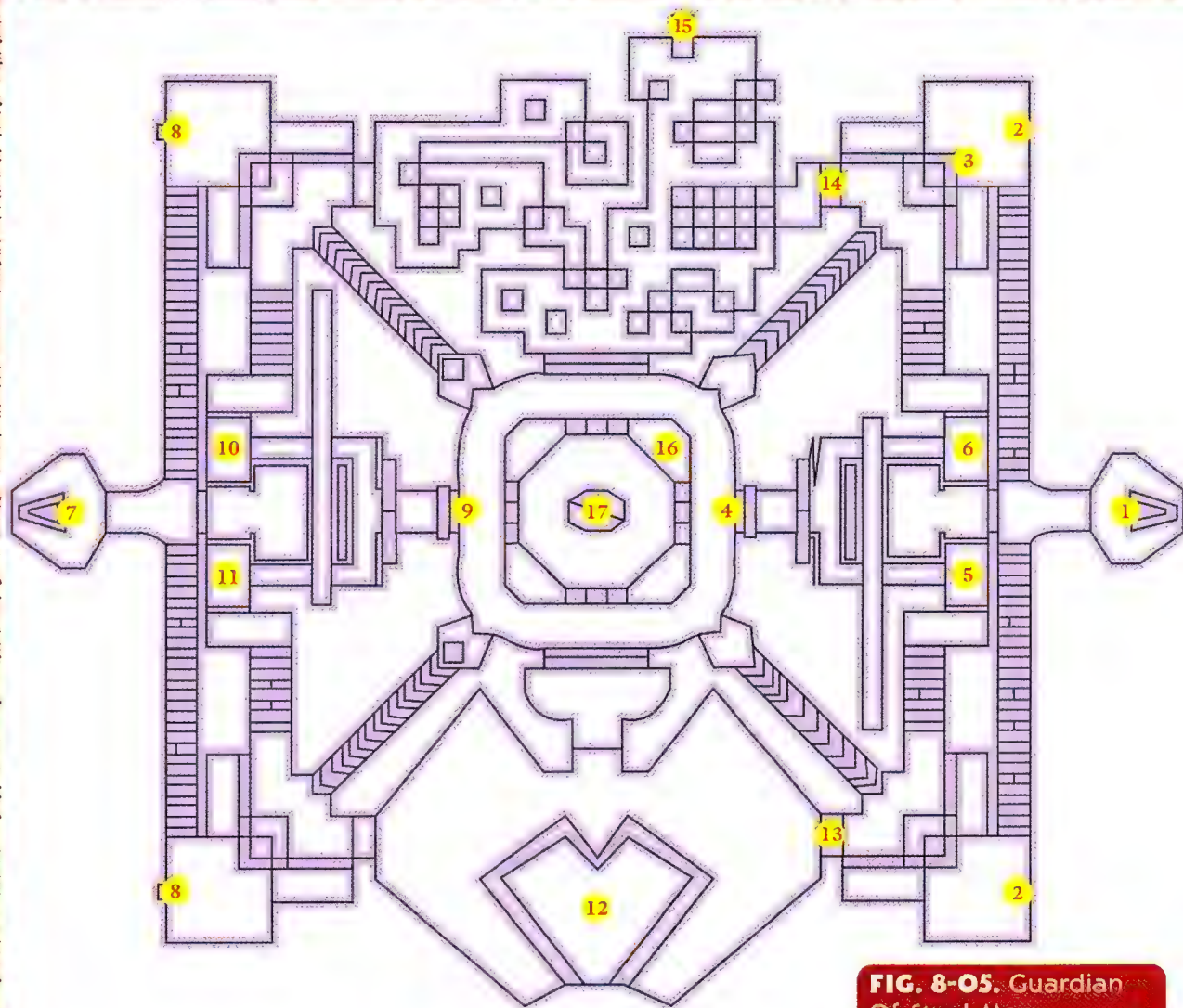


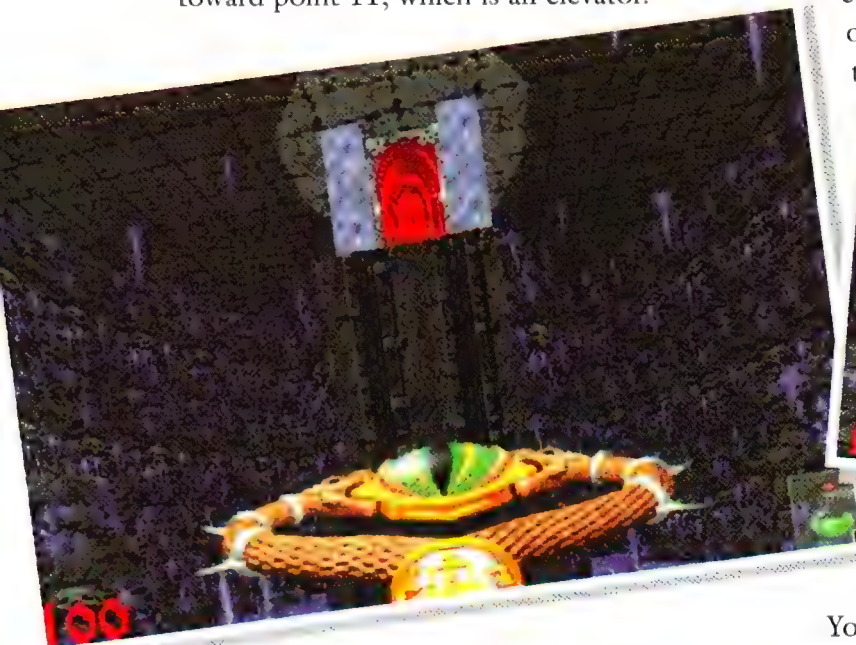
FIG. 8-05. Guardian Of Steel Map.

KEY: GUARDIAN OF STEEL

- | | |
|---|---|
| <ul style="list-style-type: none"> 1. Teleporter 2. Wall Switches; Controls access to 5 and 6 3. Door 4. Elevator 5. Wall Switch 6. Wall Switch 7. Teleporter 8. Wall Switches; Control access to 10 and 11 | <ul style="list-style-type: none"> 9. Elevator; Requires Steel Key 10. Wall Switch 11. Wall Switch 12. Teleport Destination 13. Elevator to Frozen Room 14. Elevator to Crushing Room 15. Skull Switch; Lowers 16 16. Ledge; Lowers when 15 is pressed 17. Torch |
|---|---|

just lure them out into the courtyard and plink away with the Wand or Serpent Staff at long range, strafing to avoid the Serpents' breath attacks. The fighter has to pound the Serpents at close range. You should hide behind pillars and whack the Serpents as soon as they appear, then run away and hide again.

Once you've killed all the monsters, go through door three and head toward point 10 on the map. It's a recessed area with a Quartz Flask, and when you're standing there, you can see a large, icy room through a metal grate. Go pick up the Flask, then turn around to leave. The lights go out, and some wall sections to either side of point 10 slowly rise. Hop up on the raised platform to either side of point 10 (it doesn't matter which side) and enter the large, icy room. Walk down the winding stairs toward point 11, which is an elevator.



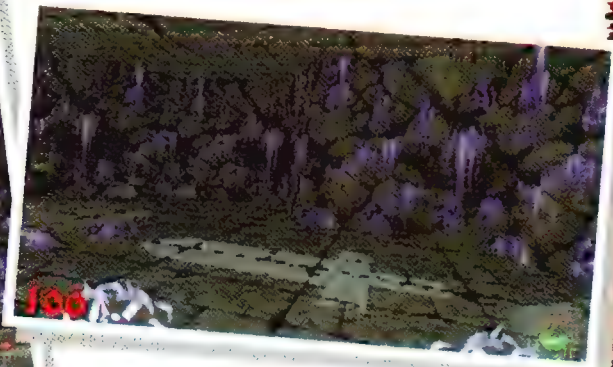
Climb onto the elevator. If you don't reach it in time to ride up, just wait at the bottom and eventually the elevator lowers for you.

At the top of the elevator, you discover a wall-mounted teleporter. Go inside, and you're whisked away to the Guardian Of Ice.

■ NOW REFER TO THE GUARDIAN OF ICE MAP

You emerge in the Guardian Of Ice at point one. Run straight forward until you reach point two. After a moment, the floor begins to lower, and a horde of Ettins is released. Climb back up the stairs and kill the Ettins as they climb up after you.

Return to point two and throw the wall switch you find there. Then turn around. Note the four bright spots on the floor. One of these spots is a teleporter, but the other three are crushing-ceiling traps. If you look at the floor and ceiling, you see that a bright area in the shape of a sword points toward one of these spots on the floor. The sword appears in different places in different games, so you can't be sure that point three on the map is the correct spot. Look for the sword, then walk onto the bright spot that the sword points toward. If you don't look for the sword, you'll probably be crushed to death.



■ NOW REFER TO THE SEVEN PORTALS MAP

You arrive back on Seven Portals at point 15. Head for door two, which has since opened. Behind door two you find point 12, a switch mounted on the wall. Throw the switch, and you're confronted with an angry Chaos Serpent. After you finish killing him, enter the teleporter at point 13.

■ NOW REFER TO THE GUARDIAN OF FIRE MAP

After arriving at point one on this map, a circular door opens in front of you. Run through the door into a roughly circular room with a gray floor. Then run right back, because the floor falls away in chunks to reveal a bed of lava. The lava slowly rises to the point where you can dash across it toward point two. At point two you find a Falcon Shield—and behind the shield, a wall-mounted switch. Throw the switch and turn to fight the Afrits hovering in the center of the room.

Now proceed to point three. After killing a number of Ettins, point three is revealed to you as a sliding door with a Flame Mask etched on it. Open the door and proceed to point four. At point four you are able to look at a long, narrow bridge. At the other end of the bridge is an open door, and behind the door is the Flame Mask, a very important object. Save the game right now.

Carefully line up your view with point five at the other end of the bridge, because once you set foot upon the bridge, you need to run as fast as you can. Once you're satisfied that you've aimed squarely at the other end, start running and don't stop until you hit the door at the other side. The bridge starts to collapse around you as you run, and the door to the Flame Mask slams shut! Once you reach the other end of the bridge, hold still until the shaking stops.

Now carefully line up your jump and leap to point six. From there you can creep along a narrow ledge to point seven, where you find a wall-mounted switch. Throw the switch, then edge back out onto the ledge. Kill any Afrits that bother you, then backtrack to point six. Jump across to point five and take the Flame Mask from behind the open door. Then jump back to point six, walk down the ledge again, and make your way to the teleporter at point one.



■ NOW REFER TO THE SEVEN PORTALS MAP

You reappear at point 16 on the Seven Portals. Kill any Ettins that happen to be near you, then head for door four, which is now open. Throw the switch at point 17. Just like before, the switch reveals a teleporter (18) and a Chaos Serpent or two. Kill the Serpent and go into the teleporter at 18.

■ NOW REFER TO THE GUARDIAN OF STEEL MAP

You next appear at point one on the Guardian Of Steel map. Note that two different locations are marked number two on this map: it's not a mistake! Head for the northern one, but do not flip the wall switch you find there. Instead, go through the oddly shaped door at point three and climb up the stairway that leads diagonally toward the center of the level. All the while, you will face Ettins, Chaos Serpents, and Centaurs: Flechettes are quite useful in these cramped hallways, especially the cleric's poison Flechettes.



At the top of the stairs, angle for door four and open it. This reveals an elevator, which you should step into. Ride the elevator down and proceed to point five. Watch out—aside from the creatures you meet in the hallways, a few Chaos Serpents back there can shoot you through a metal grate. At point five, throw the wall-mounted switch. Then return to the elevator, go upstairs, and take the stairs back down to point two.

The switches marked two on the map both control access to areas five and six. While the path to five is open, the path to six is blocked. By the same token, while the path to six is open, the path to five is blocked. Your job is to throw a switch at the place marked two, then return to the elevator, and go to point six on the map. Throw the wall switch you find there.

If you throw the switch at point two but then discover that the hallway leading to area six remains blocked, then you must throw the *other* switch labeled two on the map (i.e. the southern one you haven't yet visited). Next, return to the elevator, ride down, and the path to area six opens. Throw the switch you find there.

Now that you've thrown the switches at points five and six, you are ready to return to Seven Portals. Go to the teleporter at point one and walk inside.

■ NOW REFER TO THE SEVEN PORTALS MAP

Back on the Seven Portals, you reappear at point 19. Head toward door seven, which has just opened, and dispatch all the creatures that come out to play with you.

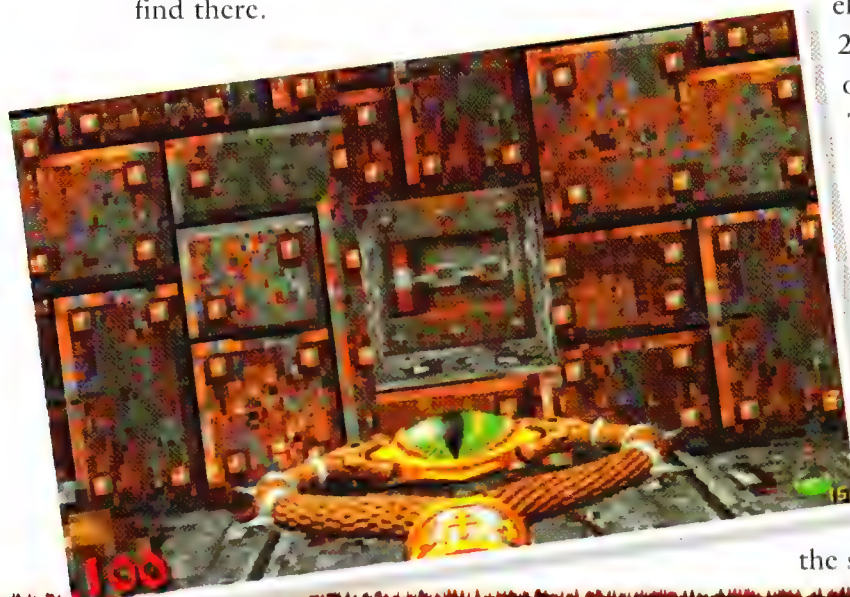
Walk forward to point 20 and pick up the Quartz Flask lying on the ground. The walls rearrange themselves, and a couple of Wendigos appear. Kill the Wendigos and walk down the icy stairs to point 21. Be careful! Watch out for several light-colored patches on the ground at the base of the stairs. These lighter patches of ice are crusher traps, and if you happen to walk over them, you quickly turn into hamburger. You might want to save the game before actually navigating the floor.

Work your way toward point 22. Use caution and patience, since you must navigate through several more Wendigos and another patch of crusher traps. When you reach the elevator and rise to the teleporter at point 22, you can either immediately enter it or open the ice panels to either side of it. These panels conceal rooms filled with Wendigos and healing artifacts.

Either way, once you finish up with these side rooms, enter the wall teleporter.

■ NOW REFER TO THE GUARDIAN OF ICE MAP

You appear in the Guardian Of Ice at point four. Jump out of the low room where you presently stand and go flip the switch at point five. Then flip the switches



at points six and seven. A bunch of Ettins appear. You know the drill. Kill 'em all!

Now make your way to the ledge at point eight, where you see a series of icy plateaus. Your objective is to leap from one to the other until you reach the plateau with the Mystic Urn (point nine) and the Torch (point 10). Once you retrieve the torch, some little blue triangles appear in the air, and you can just run across them instead of jumping your way back. If you miss a jump, you don't plummet to your death. Rather, you take minimal damage and can ride an elevator back upstairs.



After collecting the Urn and the Torch, head for point 12, an elevator that you can trigger by throwing a wall switch. Take care along the way: A trap at point 11 fires ice bolts at you. Running through it as fast as you can is usually the best policy.

After riding the elevator up, you end up back in familiar territory. Run all the way over to door 13 and open it up. In the room beyond, you find a place on the wall (point 14) with the Flame Mask symbol. Since you have the Flame Mask, you can just walk up to the engraving and hit the space bar, and the Flame Mask slides into place. This lowers the room's

central column and releases several pesky Afrits. Kill the Afrits and take the Fire Key from the lowered central column.

Now proceed to door 15 and ride the elevator up. You then find yourself in an icy room with shifting floor sections, populated by several Wendigos. Kill the Wendigos as best you can and save the game. Then climb and hop your way to point 16 and flip the wall switch you find there. This lowers a column with the Steel Key on it.

After flipping the switch, hold still for a short while. The ice rearranges itself, and some big holes open up—holes deep enough that you will die if you fall into them. Carefully jump and hop along to point 17, a small dais with the Steel Key resting on top of it.

Take the Steel Key, then stand perfectly still. Several Wendigos are released when you take the key, so kill any that get too close. Within 30 seconds or so, the ice completely reconfigures itself, and it's safe (well, sort of...) to go on. Now you can either look around for healing items and mana in the small chambers west of here, or simply make your way back to the door at 15. Use caution on the way back: There are lots of places where you can slip into a chasm.

Enter the teleporter at point three (remember, look for the glowing sword to identify the real teleporter) and warp back to the Seven Portals.

■ NOW REFER TO THE SEVEN PORTALS MAP

You reappear at point 15. Walk over to point 23, where you discover a staircase has risen from the ground. Walk up the stairs and throw the switch you find at the top. Take the Bracers you find there, as well.

Then run through the newly-opened door six and throw the switch at point 24. This releases the usual angry Chaos Serpent and opens the teleporter at point 25. After killing the Serpent and any other beasties, go to point 25 and enter the teleporter.

■ NOW REFER TO THE GUARDIAN OF STEEL MAP

You appear at point seven in the Guardian Of Steel. You're on the side of the level that you couldn't reach before, but you will have to do the exact same things that you did last time.



Run past the switches at either point eight, open the strangely shaped door you find there, and run up the diagonal staircase into the center of the level. At point nine, you see an elevator door like the one you used last time you were here, but this one has the Steel Key symbol on it. Open the door and enter the elevator.

Downstairs, go flip the switch at point 10. Then return to the elevator, ride upstairs, and return to the long staircase. Run down to one of the switches labeled eight. Throw the switch, return to the elevator, ride down, and

flip the switch at point 11. If the path to point 11 is still blocked when you get down there, move to the *other* point eight—the one you haven't yet visited—and flip *that* switch before going back down to point 11.

When you've flipped the switches at 10 and 11, you're ready to go back to the Seven Portals. Visit the teleporter at point seven and walk inside.

■ NOW REFER TO THE SEVEN PORTALS MAP

You come out at point two. Go visit point 27, where you find that another set of stairs has risen out of the ground. Climb these stairs and flip both switches at the top—there's one on each side of the alcove.



Now go to point 11 and teleport into the Guardian Of Ice.

■ NOW REFER TO THE GUARDIAN OF ICE MAP

You appear at point one. Go forward and turn left, where you find that a panel of ice has been removed to reveal a long hallway. The hallway is trapped with spiked balls that fly back and forth from wall to wall. The best policy is to follow them as they work their way

toward the other end of the hallway, then dash forward as they work their way back toward your location.

At point 18 you find a wall switch. Save the game before throwing it.

When you hit the switch, two Centaurs appear and a poison dart trap starts to injure you. Kill the Centaurs as quickly as possible, because the room's exit remains blocked until they are dead. As you leave the room, notice that a new teleporter has appeared at point 19. Walk into it.

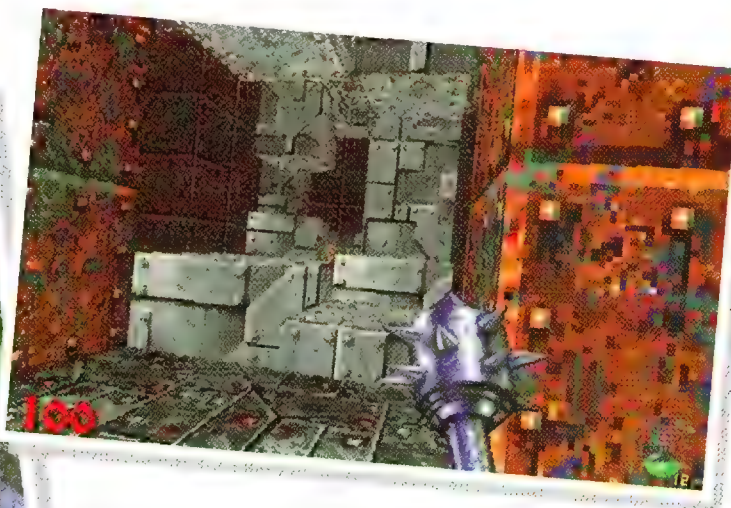


■ NOW REFER TO THE GUARDIAN OF STEEL MAP

You appear at point 12 in the Guardian Of Steel, surrounded by Wendigos. Kill them quickly, because in a few seconds the floor lowers to reveal more Wendigos! After an epic battle (I hope you didn't get too chilly), proceed to point 13, where an elevator gets you out of this icy room. When you're outside, enter the hallway with strobing lights and run north to door three. Go through the door and climb onto the lift at point 14. Save your game when you arrive at the top.

Your objective here is to walk through the

crushers you see ahead, working your way to the right and finding the skull switch at point 15. This is not as hard as it looks if you're extremely patient. Kill all the monsters you see here, as quickly as you can, then look for the safest path. If you veer to the right as soon as you enter and proceed along that wall, you will find a relatively safe path. If you happen to get crushed, just restart the game from your last saved position.



At point 15, you flip the skull switch. After it lights up, turn around and go back to point 14. Ride down on the elevator, then run up the diagonal stairs toward the center of the level. At point 16 (and all around the center of the level), you'll notice that the walls have lowered and you can now jump up there. So leap up to point 16, and pay attention to all the Centaurs milling around in the inner part of the ring. If you're the fighter, you can lob Flechettes down there, while the other two classes can plink away with their distance weapons until it's safe to jump down.

Jump into the inner ring, then jump up to point 17. Retrieve the Torch you find there and make sure you get a Stones Grind On The Seven Portals message while you're up on the pedestal. Wander around until you get the message.



Now you're ready to go back to Seven Portals. Find your way back to point one and enter the teleporter.

■ NOW REFER TO THE SEVEN PORTALS MAP

Back on Seven Portals, you appear at point 19. Head for door number eight and throw the wall switch at point 28. I'm sure you won't be at all surprised when this switch releases a Chaos Serpent and reveals a teleporter at point 29. Hey, you know what to do now... kill the Serpent and take a ride on the teleporter!

■ NOW REFER TO THE GUARDIAN OF FIRE MAP

You appear at point eight. Hurry down to point nine, where you find a door with a Fire Key symbol engraved on it. Open the door and go inside. A small army of weak monsters (Ettins, Afrits) greet you, but some clever footwork and a few Flechettes will help you clear them out in a moment or two.

At point 10, you find a wall switch. Press it to lower an elevator and hop on board. When you get off the elevator, kill the bad guys you find upstairs, and head toward point 11—an alcove with a Fire Mask symbol on the

wall. When you get there, small elevators will appear to both sides of you. Take either one, because they both lead to the same place.

Upstairs, work your way through the dark corridors to point 12, a floor teleporter. Get in the teleporter and warp over to point 13.

At point 13, you should first throw the wall switch that's directly in front of you. Then turn around and note the wall icon that looks like a compass rose. Use the icon, and it teleports you back to the Seven Portals.

■ NOW REFER TO THE SEVEN PORTALS MAP

Back on Seven Portals, run over to point 30 to stand at the base of the third and final staircase of this level. Go up the stairs and throw the two wall switches you find there.

Now sprint over to point 11 and teleport back into the Guardian Of Ice.

■ NOW REFER TO THE GUARDIAN OF ICE MAP

The door at point 20 is now open. Walk through and dispatch all the Afrits, then walk down to point 21, and flip the wall switch you find there.

Work your way back to point 22—a ledge

that you jump from to reach point 23. Save your game before you leap, because it's always quite frustrating to die from a fall.



At point 23, you can access yet another wall-mounted switch. When you throw it, a teleporter appears at point 24. You need to leap back across the chasm to point 23, then walk over to the teleporter, and get inside.

■ NOW REFER TO THE GUARDIAN OF FIRE MAP

In the Guardian Of Fire, you appear at point 14. Walk forward, and the wall opens to reveal a large room with a nearly bottomless cliff. Kill any pesky Afrits that bother you, then walk along the ledge past point 15 toward point 17—that's right, point 17—but stop before you actually get there. You see, at point 17 a certain section of wall likes to slide out and shove you off the ledge. To avoid this disaster, first save the game, then quickly dash toward point 17 and dash right back. This triggers the wall trap and raises a floor-mounted switch at point 16.



If you get pushed off the ledge, restart the game and try again. Concentrate on inching

forward just far enough to spring the trap, then get back in a hurry. Once the trap is sprung, walk back along the ledge to point 15 and jump across the chasm from there to point 16. Activate the switch you find at point 16.

Now drop onto the sunken bridge and walk toward point 18. You'll need to hop up to point 18, because the bridge drops off somewhat, just before it reaches solid ground. From point 18, dash back to the teleporter at point one and return to the Seven Portals.

■ NOW REFER TO THE SEVEN PORTALS MAP

At this point, you can either teleport to the secret level, Bright Crucible, or just proceed to the next major Hub.

If you wish to enter the secret level, then proceed to point 31 on the map and hop up onto the little waterfall you find there. It's a secret teleporter.



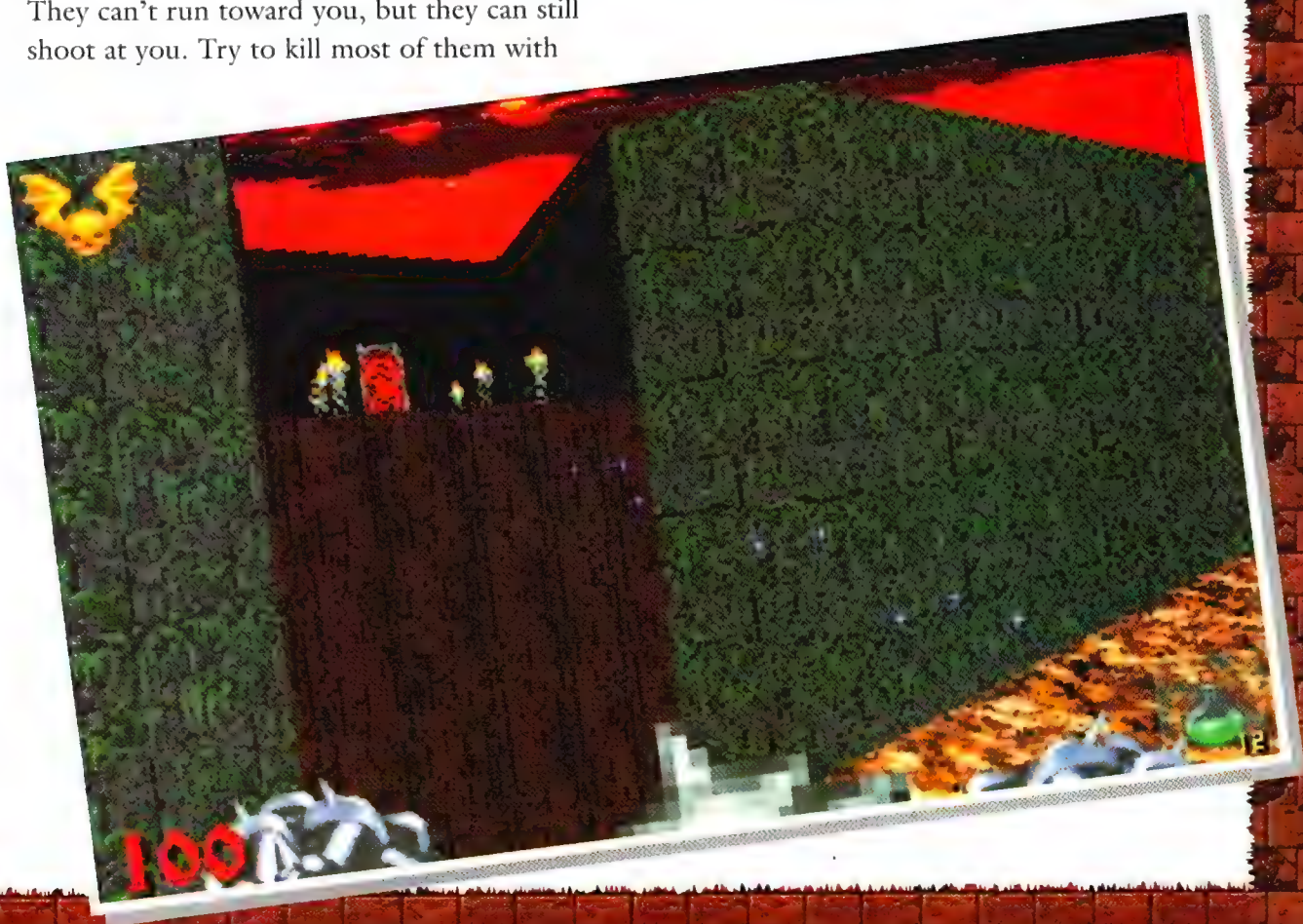
Otherwise, head for door number five. All sorts of evil creatures begin to roam around as soon as that door opens, so be careful.

When you walk through the door, you will see lots of nasty creatures behind bars. They can't run toward you, but they can still shoot at you. Try to kill most of them with

ranged weapons before throwing the wall switch at point 32. Throwing the switch opens a large door and sets all the creatures loose.

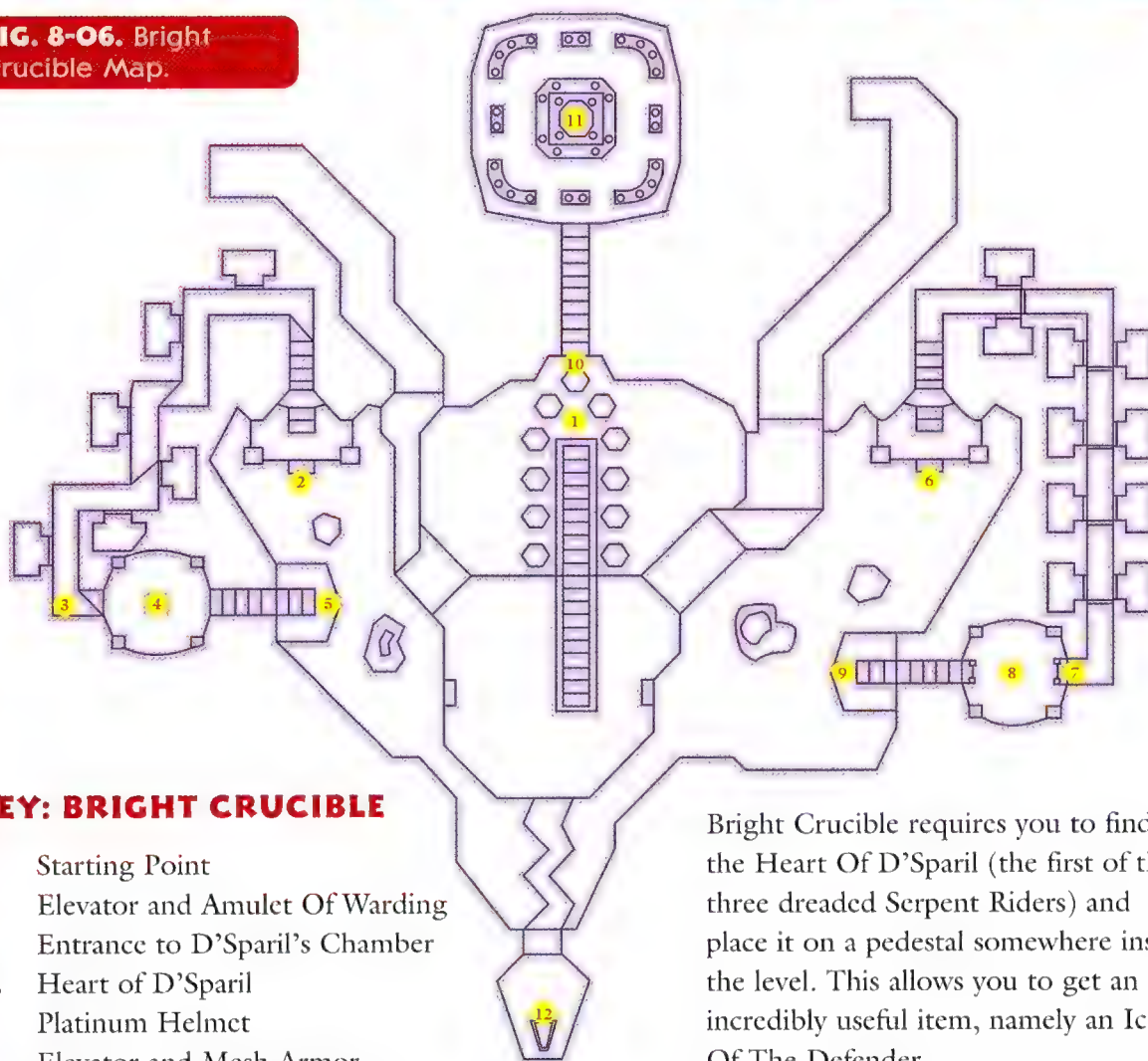
You can now walk across a magical bridge at point 33. It doesn't look solid, but in fact it's quite safe. Then, at point 35, you can pick up the first piece of your super weapon, then teleport to Shadow Wood, the next major Hub. But wait!

Before you teleport out, you might want to try jumping to the secret area at point 34. Save the game before you jump! If you jump there successfully, you're able to recover a pair of Wings Of Wrath. If you wish, you can use them to search Seven Portals for anything you might have missed. The Wings will vanish between Hubs if unused.



SECRET LEVEL: BRIGHT CRUCIBLE

FIG. 8-06. Bright Crucible Map.



KEY: BRIGHT CRUCIBLE

1. Starting Point
2. Elevator and Amulet Of Warding
3. Entrance to D'Sparil's Chamber
4. Heart of D'Sparil
5. Platinum Helmet
6. Elevator and Mesh Armor
7. Entrance to Pedestal Chamber
8. Pedestal
9. Falcon Shield
10. Base of Stairs
11. Icon Of The Defender
12. Exit

Bright Crucible requires you to find the Heart Of D'Sparil (the first of the three dreaded Serpent Riders) and place it on a pedestal somewhere inside the level. This allows you to get an incredibly useful item, namely an Icon Of The Defender.

You battle lots and lots of tough monsters in this level, but it's worth the effort. An Icon Of The Defender is invaluable when you enter a nearly impossible-to-win battle.

BRIGHT CRUCIBLE WALK-THROUGH

Your main difficulties in Bright Crucible are combat-related: The puzzles here aren't that tough. I suggest that you save the game slightly before (or just after) you begin the level.

You start out at point one. Kill the nearby Afrits while staying away from the edge of this platform, otherwise you're peppered by Chaos Serpent fire. Once you're ready, venture off to the west and dash over to point two. In the process, try to sneak around the pillars and avoid falling into the large, central slime pit.

At point two, ride the elevator up and kill the Chaos Serpents you meet there. Get away from the edge of the tower as soon as possible to avoid being shot. Pick up the Amulet Of Warding.

Descend into the long and winding corridor that takes you toward point three. Along the way several Centaurs appear, so be

prepared for slow going. At point three, you find a chamber filled with fireball traps and Chaos Serpents. Lure the Serpents into the corridor and kill them out there. Then run into the fireball room and pick up the Heart Of D'Sparil at point four. This stops the fireballs. Now climb up to point five, where you will find a Platinum Helmet, and drop down. Work your way eastward, fighting when necessary, until you reach point six. Again, avoid the central slime pit, as you open yourself to lots of enemy fire when you're down there.

At point six, ride the elevator up and take the Mesh Armor. Enter the winding corridor and fight the Ettins as they appear before you. When you get to point seven, you discover a stained glass window. Ready the Heart Of D'Sparil in your inventory and break the window by running into it and simultaneously

bashing it with your weapon. Dash to the pedestal at the center of the room (point eight) and hit **←Enter** to use the Heart. The fireballs stop when you place the Heart on the pedestal, and you may proceed to point nine. Get the Falcon Shield at point nine, then head for the slime pit at the center of the level. Yes, really!





When you drop into the pit, you'll notice that a staircase has risen from the slime, and you can climb it back up to where you originally started this level. Then work your way around the large stone pillars to point 10, the base of another staircase. Go upstairs, where you will find a small army waiting for you. Backing down the stairway and luring the creatures out one by one is highly recommended!

At point 11, you find the treasured Icon Of The Defender, which you should keep until you find yourself in an incredibly tough battle. Run back downstairs and leap into the slime pit.

At this point, you can let the slime drag you southward, since that's where you want to go. Follow that slime all the way to point 12, where a teleporter takes you back to Seven Portals.



CHAPTER 9

SHADOW WOOD

This chapter deals with Shadow Wood, the second major Hub of *Hexen*. The objective of Shadow Wood is to get through a large silver door—numbered five on the map—that leads to the Hypostyle, an area where you must fight a number of tough battles before advancing to the next Hub. Six wall panels flank the silver door, each inscribed with a symbol. Two panels bear the Swamp symbol (a green lizard's head); two panels contain the Horn symbol (a brown skull with curved horns); and two have the Cave symbol (a gray skull with straight horns). A puzzle switch is associated with each of these panels, and when you throw one of these switches, the corresponding panel lights up. Once all six panels are lit, the silver door opens, and you gain access to the Hypostyle. Finding these six switches is not easy. To reach any given switch, you must possess a key that corresponds to that switch's symbol. For example, to reach the switches that light up the panels with the Cave symbol on them, you need to use the Cave key. So the first part of your quest in Shadow Wood is to gather Swamp, Cave, and Horn keys. Once you collect these keys, it's time to unlock those doors and throw the six switches that open the silver door leading to the Hypostyle.

SHADOW WOOD

FIG. 9-1. Map of Shadow Wood.

KEY:
SHADOW WOOD

1. Starting Point
2. Entrance to Temple
3. Hallway
4. Hallway
5. Silver Door; Leads to Hypostyle
6. Hallway
7. Jumping Point
8. Secret Corridor
9. Third Weapon; Firestorm, etc.

10. Entrance to Cave
11. Teleporter to Caves Of Circe
12. Start of Dangerous Cliffs
13. Wall Switch
14. Teleporter to Wastelands
15. River
16. Ledge
17. Switch; Raises columns
18. Switch; Opens a grate
19. Switch; Raises the staircase to 20)
20. Switch; Opens the bars at 21
21. Teleporter to Darkmere
22. Teleporter to Sacred Grove

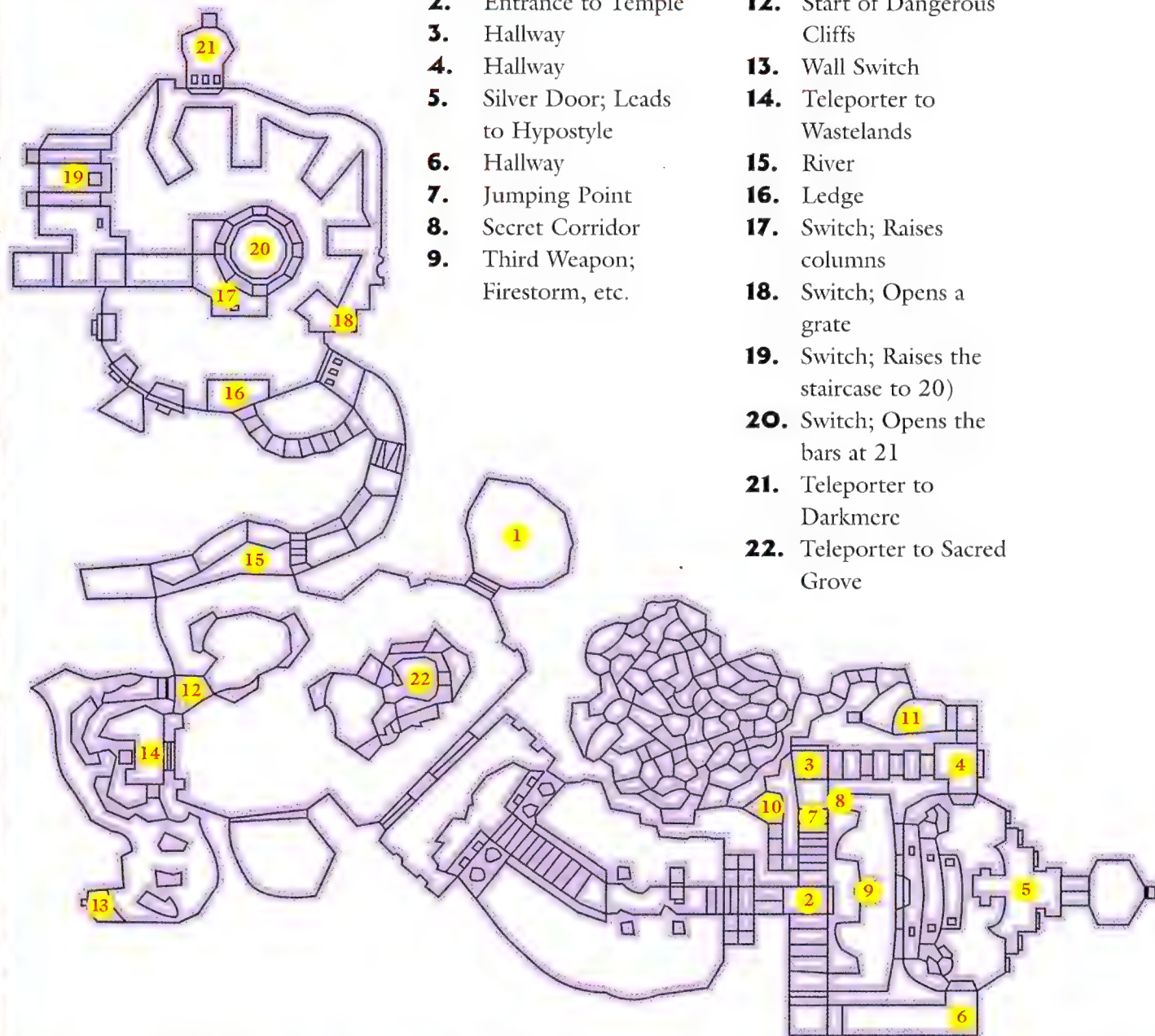
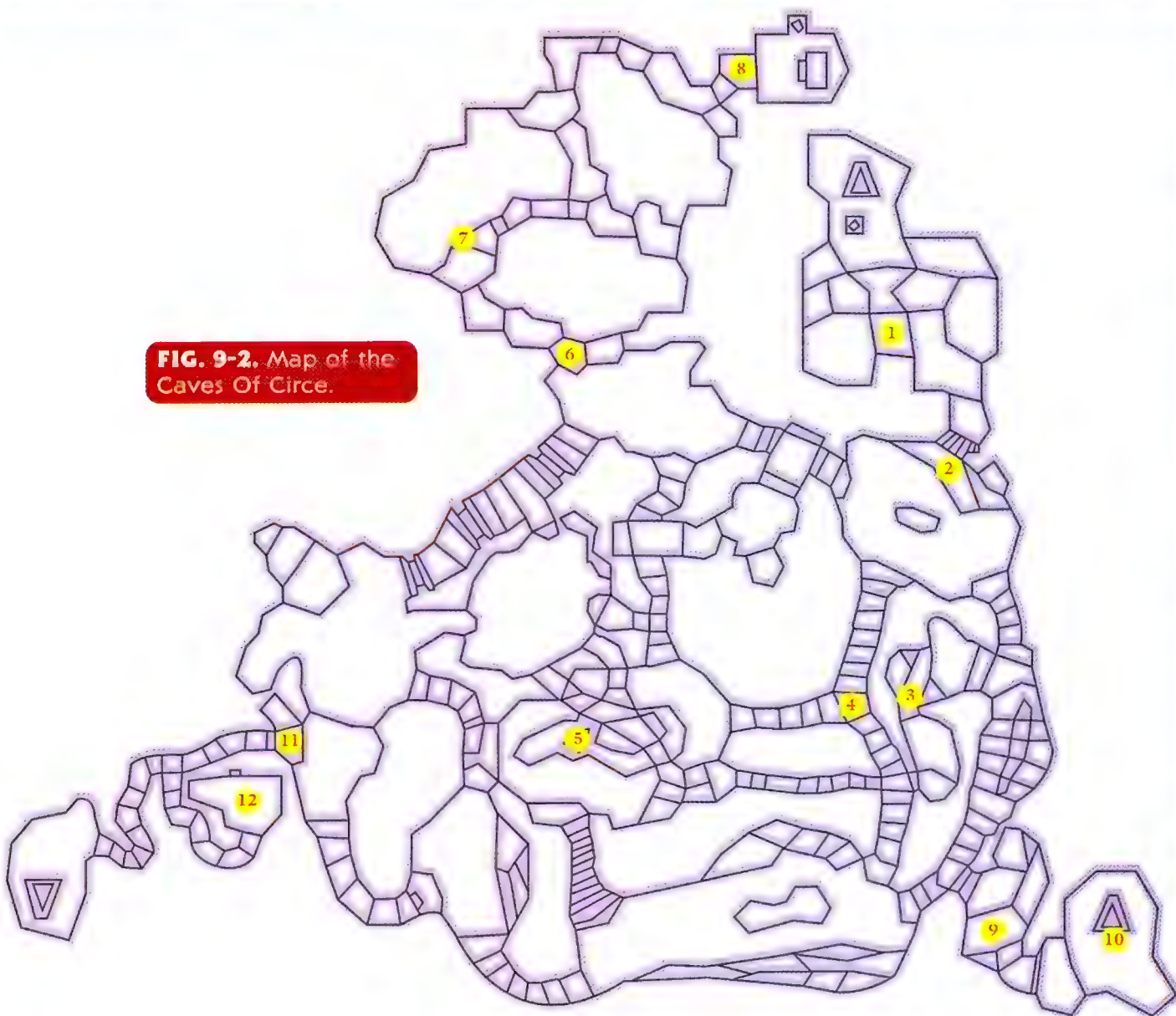


FIG. 9-2. Map of the Caves Of Circe.



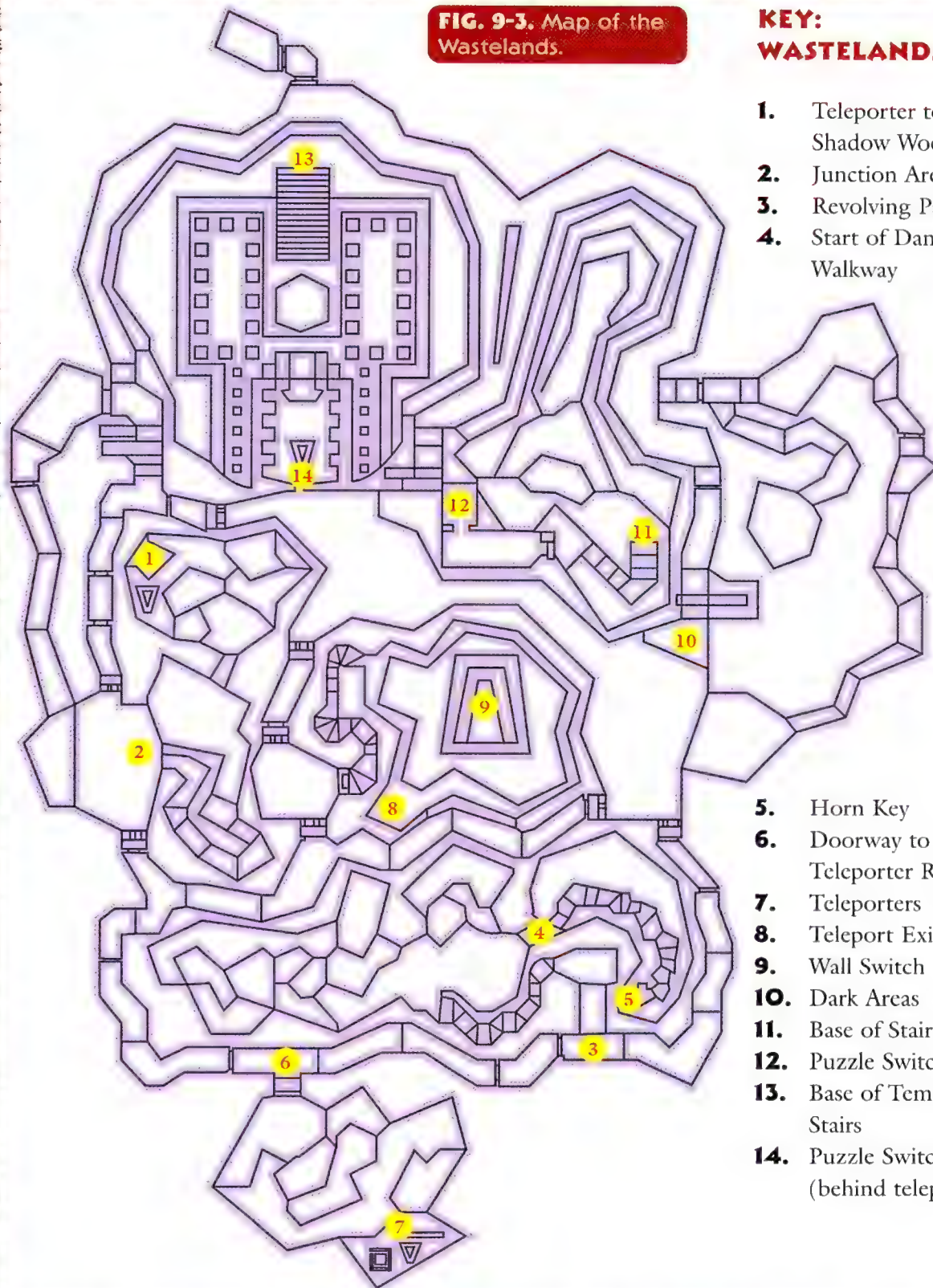
KEY: CAVES OF CIRCE

- | | |
|--|---|
| <ul style="list-style-type: none"> 1. Teleporter to Shadow Wood 2. Drop-Off 3. Drop-Off 4. Junction 5. Cave Key | <ul style="list-style-type: none"> 6. Start of Narrow Walkway 7. Porkelator 8. Teleporter to Area 1 9. Secret Cave 10. Puzzle Switch and Teleporter 11. Wall Panel 12. Puzzle Switch |
|--|---|

FIG. 9-3. Map of the Wastelands.

KEY:
WASTELANDS

1. Teleporter to Shadow Wood
2. Junction Area
3. Revolving Panel
4. Start of Dangerous Walkway



5. Horn Key
6. Doorway to Teleporter Room
7. Teleporters
8. Teleport Exit
9. Wall Switch
10. Dark Areas
11. Base of Stairs
12. Puzzle Switch
13. Base of Temple Stairs
14. Puzzle Switch (behind teleporter)

FIG. 9-4. Map of Darkmere.



KEY: DARKMERE

- 1. Starting Point
- 2. Ruined Building
- 3. Unlit Torch
- 4. Wall Switch
- 5. Wall Switch
- 6. Wall Switch
- 7. Swamp
- 8. Wall Switch

- 9. Drawbridge Switch
- 10. Well
- 11. Castle Key
- 12. Hidden Switch
- 13. Top of Stairs
- 14. Push Wall
- 15. Elevator
- 16. Swamp Key
- 17. Hidden Lock

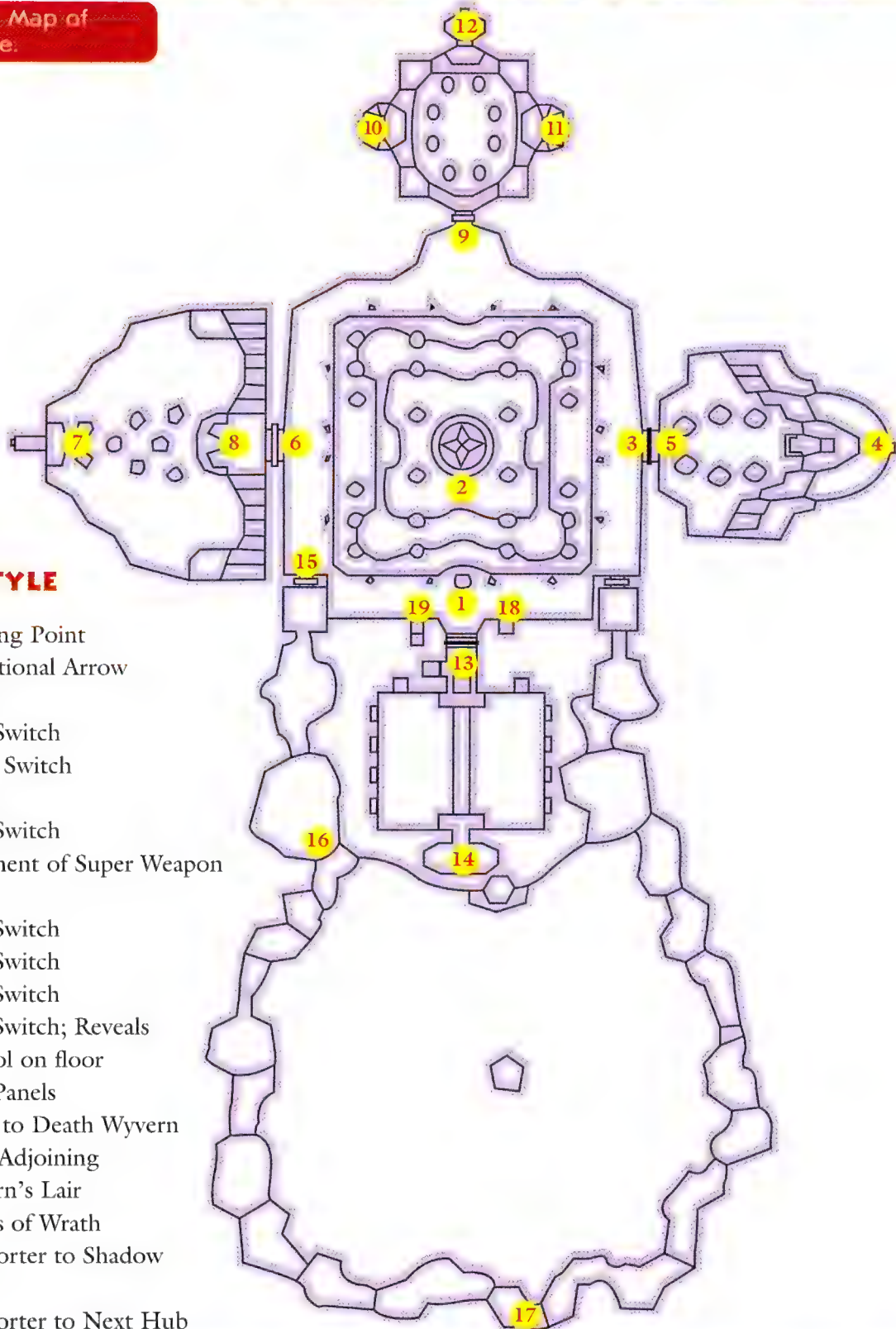
- 18. Ledge
- 19. Puzzle Switch
- 20. Locked Door
- 21. Central Cave
- 22. Puzzle Switch (behind statue)
- 23. Ledge with Magic Bridge
- 24. Teleporter to Seven

Portals - Shadowwood

FIG. 9-5. Map of Hypostyle.

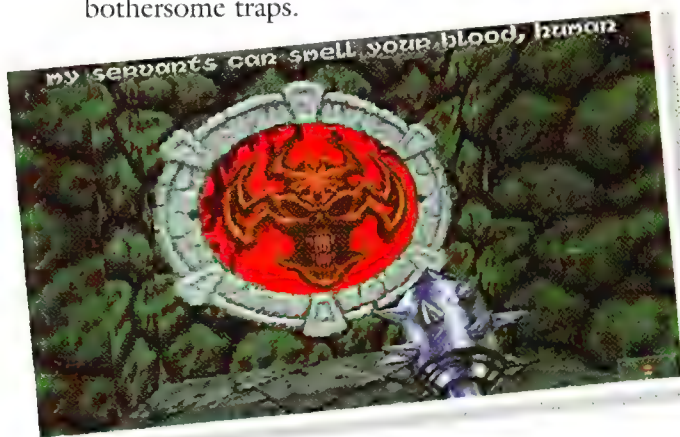
**KEY:
HYPOSTYLE**

1. Starting Point
2. Directional Arrow
3. Door
4. Wall Switch
5. Floor Switch
6. Door
7. Wall Switch
8. Fragment of Super Weapon
9. Door
10. Wall Switch
11. Wall Switch
12. Wall Switch
13. Wall Switch; Reveals symbol on floor
14. Wall Panels
15. Door to Death Wyvern
16. Cave Adjoining Wyvern's Lair
17. Wings of Wrath
18. Teleporter to Shadow Wood
19. Teleporter to Next Hub



WALK-THROUGH OF SHADOW WOOD

You start the Hub at point one in Shadow Wood, which is a small, enclosed alcove. After fighting the host of Ettins, Centaurs, and other assorted beasties who walk over to greet you, it's time to head up the long flight of stairs to the temple door at point two. Save the game, because in a moment you will set off some bothersome traps.



Go to point three, then proceed through the temple to point four. As you continue past point five to point six, the temple's corridors restructure themselves somewhat, and fireball traps activate all around. Just keep running past point six and around the corner, until you can get back to the relative safety of point two.

From point two, you should walk forward to point seven, like you were going to run another lap around the temple hallways. But at point seven, you find that the hallway has changed, and you're standing on the edge of a drop-off. A new area opens up at point eight, and you must either run or jump from point seven in order to get there. Watch out for the Chaos Serpents!

From point eight, go jump in the hole shown as nine on your map. You receive your third weapon there: the Hammer Of Retribution for the fighter, the Firestorm for the Cleric, and

so forth. Then work your way back to point two.

Next head once more for point seven. Note that the hallway has changed yet again—this time, you find stairs leading down to a small tunnel, which you should follow to reach point 10. At point 10, hold still while the terrain of the cave in front of you undergoes a massive change. This cave is filled with a variety of power-ups, but it also contains lots of dangerous pits. If you want, you can save your game now and investigate this area. Otherwise, wait until all the changes have stopped, then follow the right-hand wall to a tunnel leading to point 11. At point 11, take the teleporter to the Caves Of Circe.

■ NOW REFER TO THE CAVES OF CIRCE MAP

You appear at point one in the Caves Of Circe. Take care, because a bunch of Chaos Serpents crawl around in this area. Head for point two after you kill all the Serpents. Point two is the mouth of a cave, and you can see bats fluttering out of the opening as you approach.

Drop into the cave and beat on the horde of Ettins that swarms you when you hit the ground. Once they're dead, follow the southeast passage into a long, narrow cave with a hole in the roof that reveals the sky. From this cave, you should head for point three. At point three, you discover a nearly invisible hole in the ground. Drop through this hole and make your way to point four, which is an intersection.



Head directly west from point four until you approach the slightly elevated area at point five. You must kill several Chaos Serpents and Ettins before you can reach point five and take the Cave Key resting there.

After getting the Cave Key, take the northern tunnel to point six, which is the beginning of a narrow walkway. Follow the walkway to point seven, where you see a Porkelator that looks like it's floating in mid-air. It isn't floating, though. If you move very slowly, you are able to drop onto the tiny ledge that supports the Porkelator, then jump back up. The Porkelator is a very powerful weapon, so I suggest that you get it.

Follow the walkway all the way to point eight, where you can take a teleporter back to point one. From there, you can enter the teleporter that leads back to Shadow Wood.

■ NOW REFER TO THE SHADOW WOOD MAP

On Shadow Wood you reappear at point 11 near an elevator. Simply walk right up to the elevator, and it lowers. Take the elevator back up to the main floor of the temple at point four.

Now leave the temple and make your way over to point 12. At the edge of this cliff you have to perform a series of dangerous jumps. Save the game!

Your objective is to get all the way to point 13. You can get past the first couple of ledges just by running—make sure not to run too far, because the ledges curve and you might end up running right into the abyss. When you get to the point where you have to start jumping, be careful! You generally need to make only short (non-running) jumps to leap from ledge to ledge. Always look down before you leap, otherwise you have no idea where the ground ends. If you encounter a lot of trouble with

these jumps, I suggest saving the game after each successful leap. You shouldn't save over your old games, though, because sometimes when you restore the game you'll reappear in a slightly different position and immediately fall to your death.

At point 13, flip the wall switch. Then jump back across the rocks toward the cliff that you started from. You find that a door has opened up over there, so you don't need to leap all the way back to the very start of the dangerous terrain. Walk through the door to point 14 and gather all the healing supplies. Then enter the teleporter.

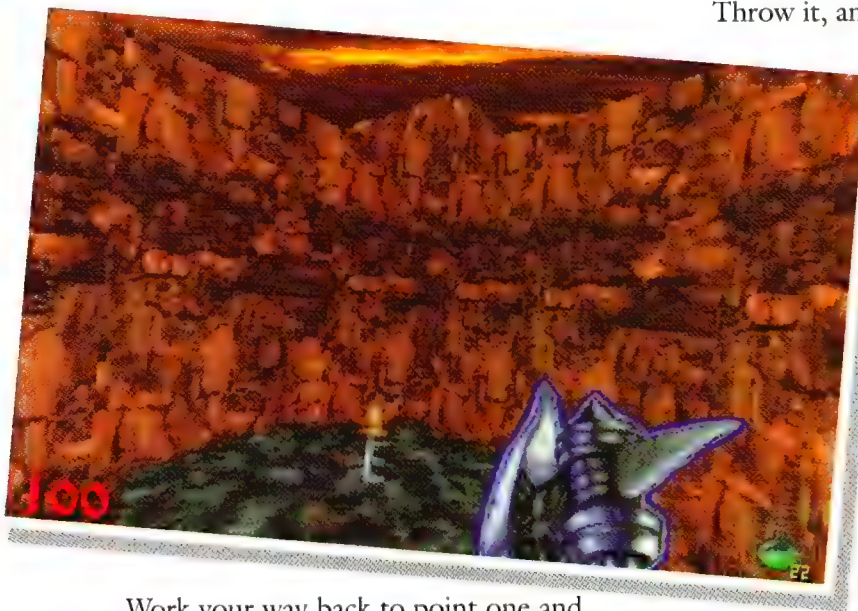
■ NOW REFER TO THE WASTELANDS MAP

You appear at point one in the Wastelands. Work your way to point two. Watch out for the Chaos Serpents and the huge stakes that rise out of the ground to impale you. Carefully scan the ground and avoid the areas that look like small piles of dirt, and you'll do just fine. Also, since you spend most of your time in the Wastelands running through tunnels, if you have a good short-range weapon, use it now. The Serpent Staff is preferable to Firestorm, and Timon's Axe is preferable to the Hammer Of Retribution.



At point two, take the southern tunnel and follow it as it meanders southward before turning east. Follow the tunnel all the way to point three, where you see a big stone slab on the north wall. This slab is a revolving door. Go through it and wind your way up to point four, which is the start of a dangerous walkway over a pit of lava.

Follow the walkway to point five, where you locate the Horn Key resting on a ledge. When you take the Horn Key, the walkway splits into pieces behind you, making it tough to return unscathed. However, a little elevator in the lava near point four gives you an emergency outlet. If you fall off the walkway, you can just dash over and ride it back up.



Work your way back to point one and ride the teleporter back to the Shadow Wood.

■ NOW REFER TO THE SHADOW WOOD MAP

You appear at point 14. Walk over to the river at point 15 and jump in. Follow the river until you get washed into a set of metal bars, then backtrack to a small staircase that leads upward. Climb the stairs, and you emerge on a ledge—point 16 on your map. Leap off the ledge and

into the water. Then jump onto the raised area at point 17 and throw the switch you find there. This switch raises the huge columns around the periphery of the room and causes a number of fireball traps to activate.

Jump back into the water and go to point 18. Throw the switch you find there, and the bars that close off the river will rise. Now hop back into the river and climb the stairs to return again to the ledge at point 16. From here, you need to make a series of leaps toward point 19. Don't worry about getting hit by fireballs, because it's inevitable. Just try not to get too bruised up. Save the game before you start to leap.

At point 19, you find yet another switch. Throw it, and a staircase rises up around the central column in this room.

Take the Dark Servant you find up here, then again leap down into the water. Climb up the stairs in the center of the room until you reach the top, shown as point 20 on your map. Throw the switch you find there to shut off those fireball traps and open the gate to the teleporter at point 21.

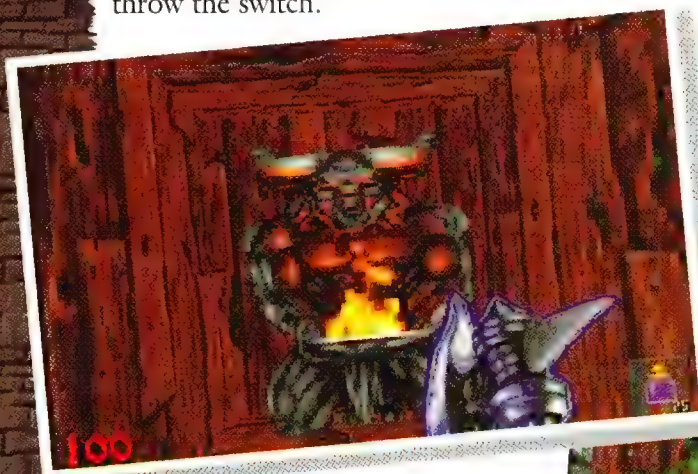
Head for point 21 and get into the teleporter.

■ NOW REFER TO THE DARKMERE MAP

You appear at point one in Darkmere. Shoot the dead trees that bar your exit and dash your way into point two, the middle of a run-down building. There, you must kill a host of Afrits. If you choose, you can go back out now and deal with the Stalkers in the slime outside. Once you're done, proceed northward from point two, through a short corridor to a large rectangular area filled with waves of slime—so very appealing!



Climb the stairs at the edge of the room. At point three, you discover a statue holding a basin of fire—only it isn't lit! Use the space bar to light the torch, and a door slides aside to reveal a skull switch at point four. Kill the creatures you find inside the little room and throw the switch.



Next, go through the northern exit of the slime room and work your way toward point five. Throw the skull switch on the wall. Then go to point six and throw the skull switch you find there. Finally, take the final branch of the hallway over to

point seven, where you must kill a number of Ettins and Stalkers.

Enter the small structure and throw the switch at point eight. In the inner room of this structure, you encounter a pair of Chaos Serpents walking around. Kill them to avoid annoying long-range attacks later.

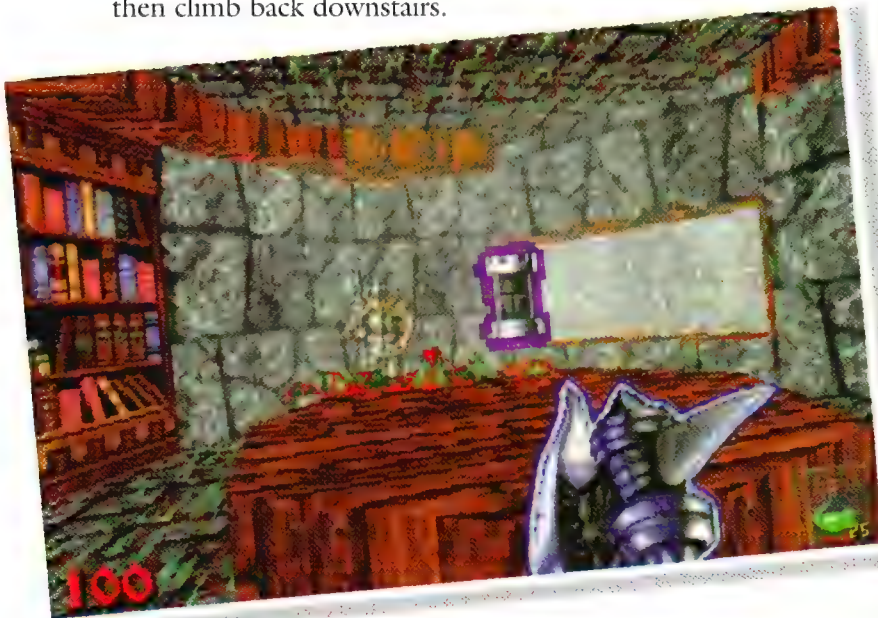
Now leave the little building and take the southeast tunnel to a lake filled with slime. Use caution, because a strong current drags you toward a waterfall (sludge-fall?) and your death. Head for the dock at point nine, and throw the switch you find there to lower the drawbridge to a small castle. Enter the castle.

The castle features a central turret that you can climb via a circular staircase. Don't climb it yet! Instead, go around the stairs and find a door to the north. Go through the door, and you locate a room with a well, marked as point 10 on the map. Jump into the well and throw one of the two switches you find there. The water level rises to let you out, and a door opens near point eight. Leave the castle and run all the way back to point eight.



Back at the small structure near point eight, go through the door into the previously locked room, and get the Castle Key at point 11. Then run back to the castle.

Inside the castle, climb the circular stairway on the central tower. At the top you find a door that can be unlocked with the Castle Key. Open the door to enter area 12, then kill all of the room's inhabitants. Note the two suits of armor in here. Break them both: There's a switch hidden behind one of 'em. Throw the switch, then climb back downstairs.



Descend the staircase at point 13 and enter the large dining hall. At point 14, a blank stone wall appears that you can push aside to reveal a secret passage. Push the wall, follow the corridor beyond, and take the elevator up at point 15. Save the game.

Upstairs, make a dash for point 16. As you run, though, the walls realign themselves and form an obstacle course filled with poison darts. That's why it's important to save your game before dashing through the winding corridor to point 16. At point 16, take the Swamp Key from a pedestal and heal yourself with artifacts.

Once you take the Swamp Key, the walls will again realign themselves, this time forming three straight halls leading back toward point 15. However, two of the halls are filled with fireball traps, and the third is filled with poison darts. To make matters worse, two of the three halls include invisible teleporters at the end of them, so just when you think you've made it through, you are teleported back to point 16 and forced to run through again.

In which two hallways are the teleporters located? The teleporters are a random effect, and their location changes every time you play the game, so you'll just have to make a guess and dash through. If you guess wrong and get teleported back to point 16, then choose another hallway and try it again. Eventually, you get back to point 15, or die in the process.

At this point you hold all the keys that you need. Your next step, then, is to find the six puzzle switches that open the silver door on the Shadow Wood. We'll start with the two switches right here on Darkmere.

After going back down the elevators at point 15, head for point 17. There, you find a wall switch inside a fireplace—don't worry, the fire won't hurt you, so walk right inside. Throw the switch and take the stairs that suddenly appear.

At point 18, you find a revolving door. Walk through, and you find yourself at the edge of a large mesa. Walk around the mesa until you find a rough-hewn staircase leading up, then kill the Serpents you find upstairs and throw the puzzle switch you find there.



Return to the castle. On the main floor of the castle, go through the door with the Swamp symbol on it. Take the elevator beyond, and you find yourself upon a ledge. Jump down from the ledge (you take some damage here) and proceed until you reach a point where a side tunnel branches eastward. Take that tunnel, and eventually you appear in the large cave at point 21. Walk over to point 22 and note the statue. Behind the statue is a puzzle switch. Throw the switch, then go back into the central room. Then head for point 23, but make sure to go back through the same tunnel you entered by. All the other tunnels have sharp drop-offs that prove lethal if you try to leap across them.

At point 23, a magical bridge appears. Take the bridge and make your way over to the teleporter at 24. Step inside, and you return to Shadow Wood.



■ NOW REFER TO THE SHADOW WOOD MAP

You emerge back at point 21 in Shadow Wood. Head over to the teleporter at point 14, because it's time to re-enter the Wastelands and throw the two puzzle switches you find in there.

■ NOW REFER TO THE WASTELANDS MAP

You appear at point one on the Wastelands map. Walk over to point two, and from there take the southern tunnel just as if you were heading for point three. However, well before you get there, you find point six, where a doorway leading south reveals an area filled with gray rock, not the brown typical of the Wastelands.

Walk over to point seven, and you find a pair of teleporters you cannot access. Find the wall panel with the cave key symbol; it's right next to the teleporters. Using the key here reveals both of the teleporters. Enter the floor teleporter—*not* the wall teleporter.



You appear at point eight. Kill the Afrits who attack you, then a magical bridge will appear, leading up to point nine. Take the bridge and throw the wall switch you find up there. Take the bridge back down.

Look for a stairway that leads up and out of

this area. Take it and go north to one of the shadowed places marked 10 on your map. You need to kill a number of local monsters before these places fully open up and allow you to access the stairs at point 11. If you don't get very far into the areas labeled 10, then wander around in the Wastelands killing creatures. Eventually, the passage opens up.

At point 11, you find a staircase leading upward from the slime. Climb the stairs and throw the switch at the top (point 12). This opens up a relatively direct path to point 13, which is a stairway leading up to a large temple.

Climb the stairs at point 13, kill the monsters you encounter there, and push through a door at the top of the stairs. The door is a little tricky. Try running into it and hitting the space bar, and if that doesn't work, occasionally firing your weapons.

Beyond the door is a teleporter. Don't go inside yet! Instead, go behind the teleporter and find a puzzle switch. Throw the switch, then take the teleporter, which moves you back to Darkmere.

■ NOW REFER TO THE DARKMERE MAP

You appear at point one in Darkmere. No, you don't have anything more to do here—you're just here because it's easier to teleport to Darkmere and on to Shadow Wood than to wander all the way back to the original teleporter in the Wastelands.

Once you appear on Darkmere, head for the teleporter at point 24, which leads back to Shadow Wood.

■ NOW REFER TO THE SHADOW WOOD MAP

You pop up at point 21. Trek all the way over to the temple and get down to point 11. From point 11, enter the teleporter, and you will hop over to the Caves Of Circe for the last time.



■ NOW REFER TO THE CAVES OF CIRCE MAP

You appear at point one in the Caves Of Circe. Jump into the cave at point two, then take the southwest tunnel and follow it to point nine, where you find a crooked stairway with a very low ceiling. Take the stairs up to point 10 and throw the puzzle switch you find there. Ignore the teleporter!

Now get back downstairs and head for point five at the center of the map—remember, that's where you first discovered the Cave Key. Go due west from point five and veer north into a cavern with several exits and a Platinum Helmet in the corner. Ignore the helmet, because it sets off a bothersome trap. Instead, look at point 11, which houses a wall panel for you to push.

Take extra care here You must jump into the fast-flowing river in order to hit the wall panel, and you might get washed downstream if you aren't careful. If you succeed in hitting the wall, however, the panel slides aside to reveal a tunnel. Follow the tunnel and take the left branch to area 12, where you find the final puzzle switch in the Caves. Throw that switch, then head north for point six.

Walk along the narrow ledges to point eight, where you locate a teleporter that takes you back to point one. From point one, you can again teleport into the Shadow Wood.

■ NOW REFER TO THE SHADOW WOOD MAP

You return at point 11, next to a teleporter and a nearly-invisible elevator. Take the elevator up to point four, then stroll over to point five. Note that all six panels flanking the silver door are lit up, and the door itself is open. Walk through the door and stock up on mana, because you face some tough battles ahead! When you're ready, take the teleporter to the Hypostyle.

■ NOW REFER TO THE HYPOSTYLE MAP

You appear at point one in the Hypostyle. After fighting a host of Ettins, take a look at point two in the center of the room. It's a large, four-pointed star, and one of its four points (exactly which one varies from game to game) is elevated. Each point of this star indicates a different section of the Hypostyle. This elevated point indicates which section you need to enter.

Since you need to tackle these four rooms in a different order every time you play *Hexen*, it's very likely you won't perform

this section of the game in the same order as this walk-through. Therefore, I've broken the following instructions into four sections, so that you can easily jump back and forth, depending on the order in which you must enter these four rooms.

EASTERN ROOM: CHAOS SERPENTS AHOY!

Head for door number three and prepare to fight with a pack of Chaos Serpents. Once you kill all the Serpents, climb the stairs to point four, flip

the wall switch you find there, then walk back down to point five. Look for a new switch that has risen from the floor. Throwing this switch allows you back into the central room; do it.

Refer to the star at point two to find out which room you should enter next.

WESTERN ROOM: AFRITS AND LAVA

Walk through the door at point six. Kill all the Afrits that you find in that chamber.

Your objective is to reach point seven. You can try to leap across the rising and falling columns until you reach point seven, but it can be difficult. It's easier to walk down the steps on either side of the room and to watch the column that's closest to point seven. When it's nearly at its lowest level, dash forward and leap up on it. You take a little damage from running across the lava, but unless you're a good jumper, you'll probably sustain less damage this way than by jumping from column to column and falling off several times in the process.

Of course, regardless of which strategy you choose, save the game before heading toward point seven. After you successfully leap up to point seven, head back toward point eight. At point eight, you locate the second part of your character's super-weapon. Only one more to go!

NORTHERN ROOM: CENTAURS AND MORE CENTAURS

Walk through point nine, and a host of angry Centaurs greets you. Kill them as best you can, then go throw the switch at point 10 (avoid the crushing columns that circle the room, though). Your reward for throwing this switch is another host of Centaurs. Enjoy!



Now head over to point 11. Here you find yet another switch, and yes, even more Centaurs appear to make your life miserable. After killing this new batch, throw the final switch at point 12 so you can finally leave this room.

SOUTHERN ROOM: READ THE SYMBOL

Walk through the door at point one and stop at point 13. Throw the switch on the wall, then turn around and look at the symbol on the floor, opposite the switch. Remember what this symbol looks like.



Next, cross the bridge to the south and enter room 14, which has three symbols on the walls. One of these symbols matches the symbol on the floor at point 13. Walk up to that symbol and activate it with the space bar.

You are now free to go, but instead of running back across the bridge, which is now dangerous because of the fireball traps you just activated, press one of the other symbols. This teleports you back to point 13, from which you can safely leave the room.

THE WYVERN AWAITS

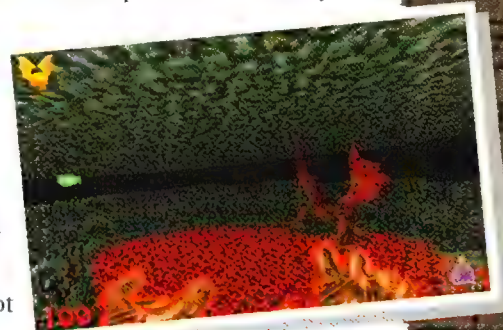
Now that you've completed all four rooms, the star at location two no longer points at any particular room. This means you're free to go

through the doorway, labeled 15, or through the corresponding doorway to the east—and fight the dreaded Death Wyvern. Save your game right now, because it won't be easy!

When you walk through the doorway at point 15, you must fight a Chaos Serpent or two. Afterward, proceed to point 16, where you will see a huge, open cavern with a narrow rock ledge surrounding the perimeter. Chaos Serpents mill around on this ledge and can give you a lot of grief. Swooping to and fro in the center of the room is the Death Wyvern—a formidable opponent indeed, with powerful, fiery breath attacks and great air-speed that makes it difficult to hit.

At this point, you can pursue one of two basic strategies. The easier strategy is to power up your Wings Of Wrath, assuming you have them, and swoop around in pursuit of the Wyvern with your best weapon activated. By following closely on the Wyvern's tail, you can prevent it from turning sharply enough to attack you. Just stay close and take pot shots until it's dead—and hope you don't get hurt too badly by all the Chaos Serpents' attacks. If you'd prefer to keep your feet on the ground, there is another tactical option.

Go to point 16 (or the corresponding area on the other side of the map) and kill the nearest Chaos Serpents. Once the closest Serpents are dead, engage in a game of hide-and-go-shoot. Fire off a good shot or two at the Wyvern, then duck back into the tunnel to avoid the Serpent's and Wyvern's fire. Once all of the enemy attacks have detonated on the wall, you can run out again and



shoot at the Wyvern. Keep repeating this process, and you don't need to worry much about the Wyvern's breath attacks. Your biggest concern is the Chaos Serpent projectiles, but you can avoid these, as well, if you're fast.

It's tough to hit the Wyvern, so don't get discouraged if it takes you several tries to finish it off. Try to learn its flight pattern and lead it with your shots, and you'll have a much easier time dispatching it. Once you knock off the Wyvern and Chaos Serpents, go to point 17 and

collect a pair of Wings Of Wrath. Then go to the teleporter at point 18 and ride back to Shadow Wood. After all, you still have a secret level to find!

After you go through the teleporter, you again pop up in the temple of Shadow Wood. Head for point 22. It's at the top of a large rock formation, and you can only get up there by jumping. Once you reach the top, you find a teleporter leading to Sacred Grove.

SECRET LEVEL: SACRED GROVE

This is not a particularly tough level to figure out. In fact, Sacred Grove only consists of one big room! The main reasons to visit this place are to stock up on mana and healing items, as well as to open a door that leads to a different secret level, later in the game.

WALK-THROUGH OF SACRED GROVE

This isn't too difficult. In fact, your mission in Sacred Grove can be summed up in three easy steps:

1. Kill all those bloody Ettins!
2. Throw the switch at point two. This opens up an important passage in a different Hub.
3. Return to the teleporter at point one and walk through it.

Back on Shadow Wood, go to the teleporter at point five and travel back to the Hypostyle.

From there, pick up any items you might have previously missed, then enter the teleporter at point 19 to advance to the next Hub.

KEY: SACRED GROVE

1. Teleporter to Shadow Wood
2. Wall Switch

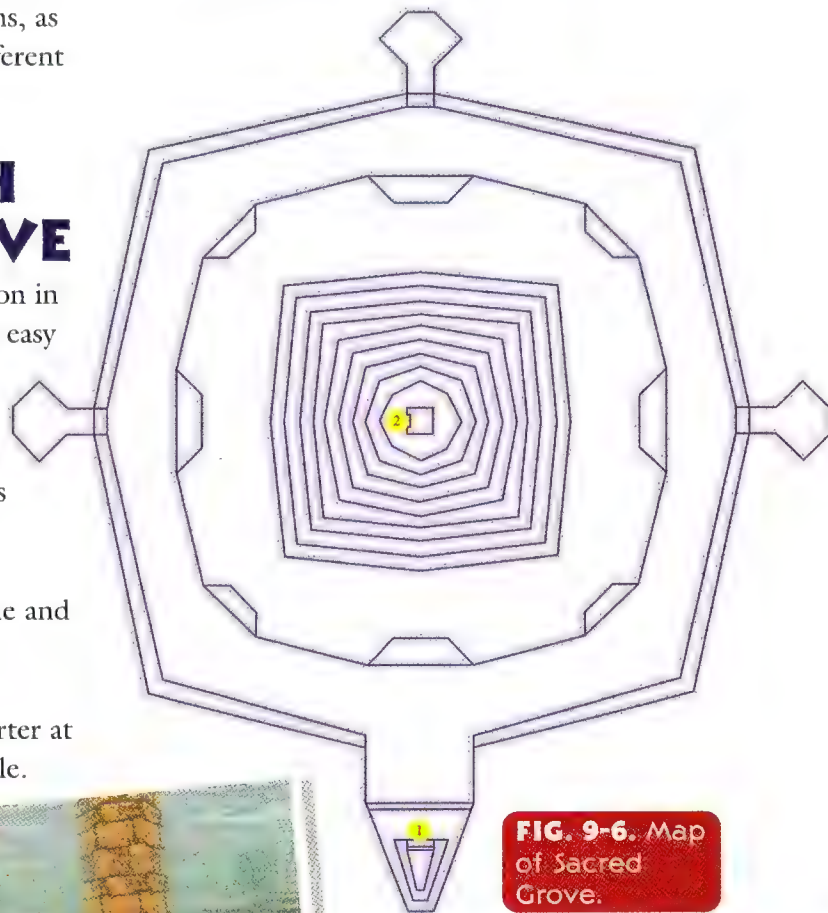
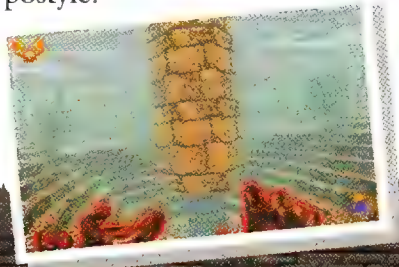


FIG. 9-6. Map of Sacred Grove.



CHAPTER 10

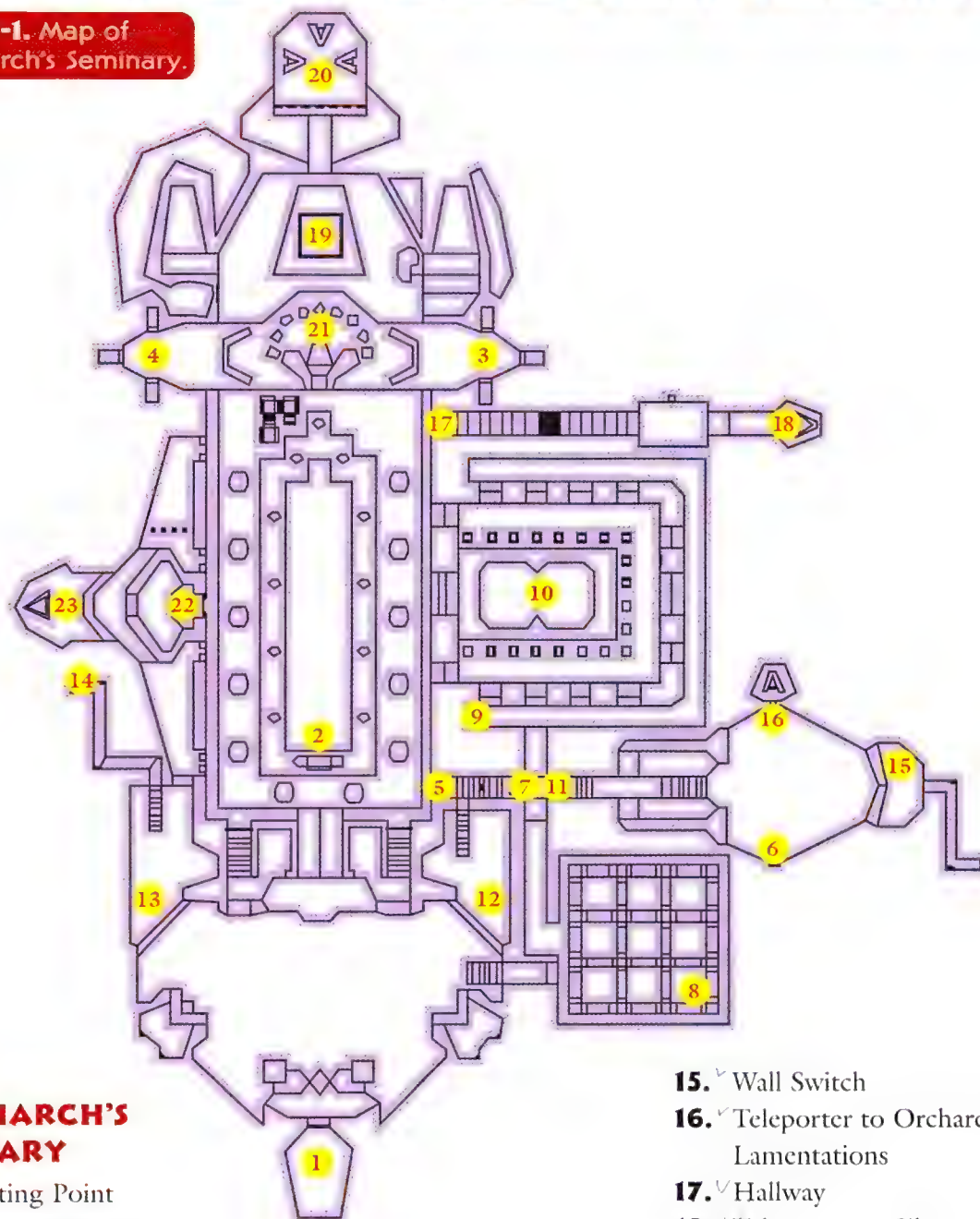
THE HERESIARCH'S SEMINARY

Congratulations! You've reached Heresiarch's Seminary, the third major Hub of *Hexen*. You've also reached a point in the game where combat becomes extremely tough. You survive this Hub only if you're patient and skillful enough to kill your smaller foes without using lots of artifacts and mana. This is usually accomplished by running for cover, ducking behind doorways, and whacking your enemies before they get a chance to strike back. Charging straight into battle simply won't work in the Seminary. Your foes are too numerous and too strong for you to overcome without a little guile.

The Heresiarch's Seminary, like the Shadow Wood, contains two major puzzles. The first puzzle concerns a planetary mosaic inside the Seminary. This mosaic is supposed to contain six gems, each representing a planet. However, when you first discover it, it contains only a single gem. You must recover the other five gems and put them in their proper places on the mosaic. Once you accomplish this, you can move on to your next task.

Your second job is to light up nine wall panels in the northern part of the Seminary. To do this, you need to investigate three chapels: the Wolf Chapel, the Dragon Chapel, and the Griffin Chapel. Each Chapel contains puzzle switches and secret areas that light up three wall panels in the Seminary. Once all nine panels have been lit, the Heresiarch appears for a showdown.

FIG. 10-1. Map of Heresiarch's Seminary.

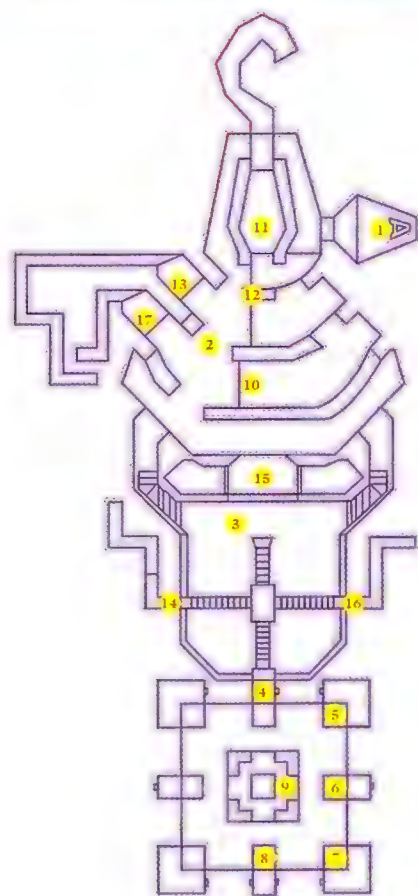


KEY:
HERESIARCH'S SEMINARY

- 1. ✓ Starting Point
- 2. ✓ Planetary Mosaic
- 3. ✓ Alcove with Windows
- 4. ✓ Alcove with Windows
- 5. ✓ Hallway
- 6. ✓ Hidden Switch
- 7. ✓ Rotating Panels
- 8. ✓ Third Piece of Super Weapon

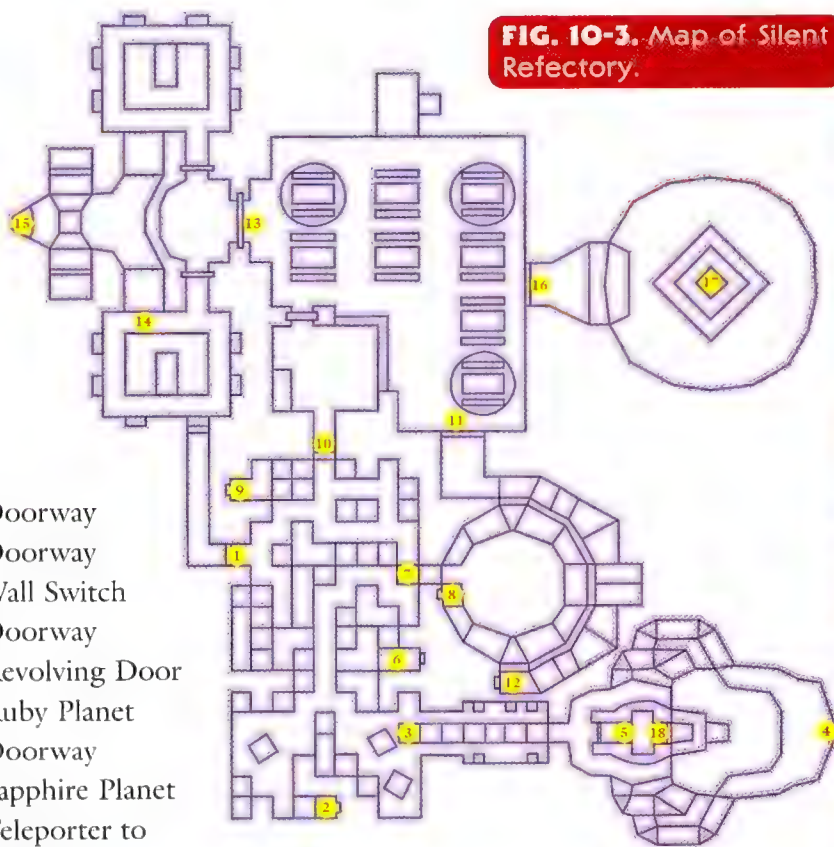
- 9. ✓ Push Wall
- 10. ✓ Icon Of The Defender
- 11. ✓ Wall Switch
- 12. ✓ Hidden Area
- 13. ✓ Hidden Area
- 14. ✓ Invisible Teleporter

- 15. ✓ Wall Switch
- 16. ✓ Teleporter to Orchard Of Lamentations
- 17. ✓ Hallway
- 18. ✓ Teleporter to Silent Refectory
- 19. ✓ Magical Box
- 20. ✓ Teleporters to Chapels
- 21. ✓ Entrance to Deathwind Chapel
- 22. ✓ Wings of Wrath
- 23. ✓ Teleporter to Next Hub

FIG. 10-2. Map of Orchard Of Lamentations.**KEY: ORCHARD OF LAMENTATIONS**

- 1. Teleporter to Heresiarch's Seminary
- 2. Marker
- 3. Open Area
- 4. Wall Switch
- 5. Wall Switch
- 6. Wall Switch
- 7. Wall Switch

- 8. Wall Switches
- 9. Wall Switches
- 10. Ledge
- 11. Emerald Planet
- 12. Jumping Point to 13
- 13. Jump Destination
- 14. Teleporter Exit
- 15. Porkelator
- 16. Secret Passage
- 17. Sapphire Planet

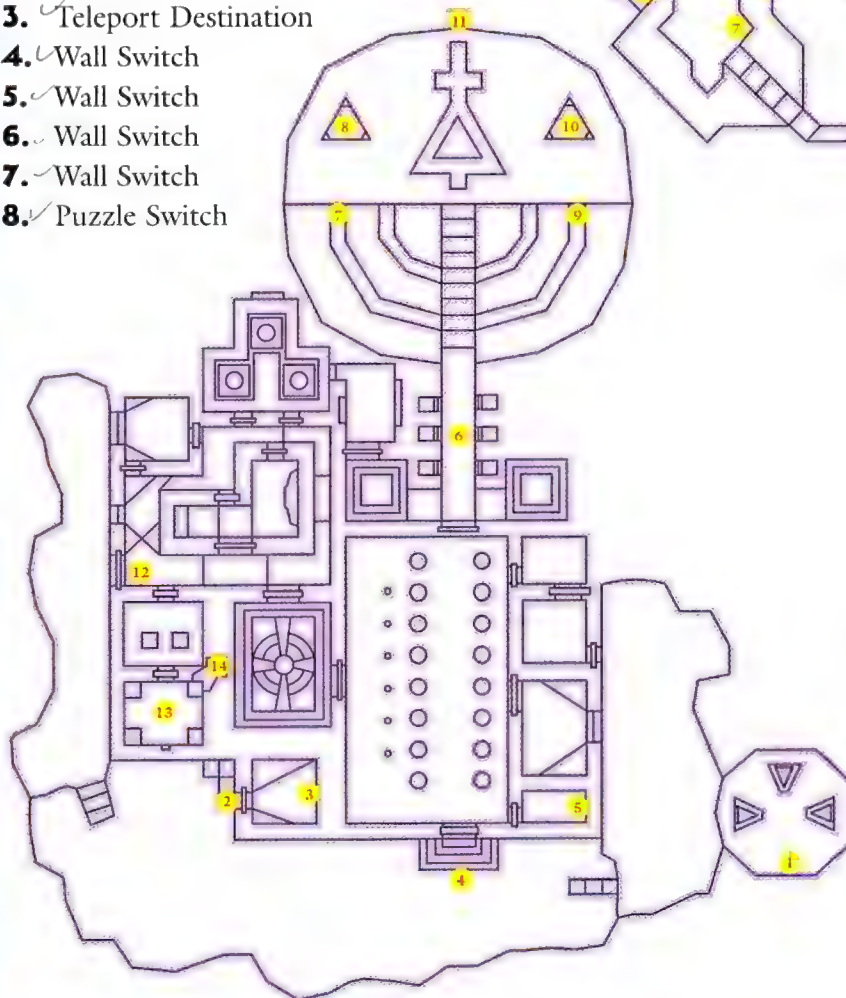
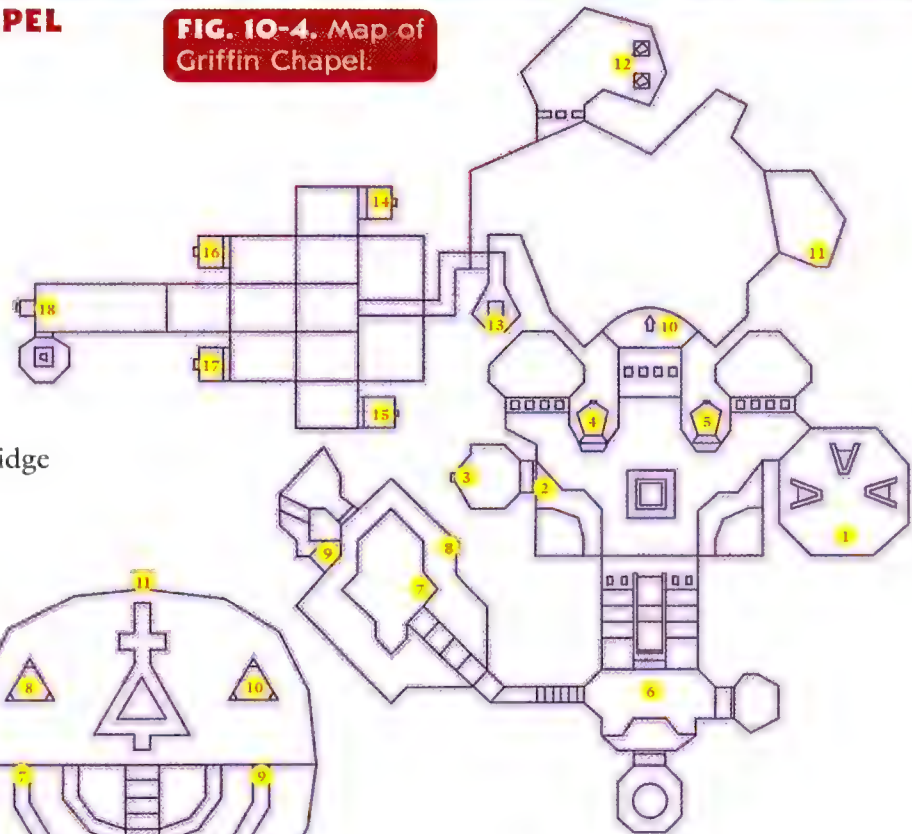
FIG. 10-3. Map of Silent Refectory.**KEY: SILENT REFECTORY**

- 1. Starting Point
- 2. Wall Switch
- 3. Staircase
- 4. Wall Switch
- 5. Emerald Planet
- 6. Wall Switch
- 7. Elevator
- 8. Wall Switch
- 9. Wall Switch

- 10. Doorway
- 11. Doorway
- 12. Wall Switch
- 13. Doorway
- 14. Revolving Door
- 15. Ruby Planet
- 16. Doorway
- 17. Sapphire Planet
- 18. Teleporter to Heresiarch's Seminary

KEY: GRIFFIN CHAPEL

- 1. ✓ Teleporter Room
- 2. ✓ Secret Door
- 3. ✓ Puzzle Switch
- 4. ✓ Switch
- 5. ✓ Switch
- 6. ✓ Junction
- 7. ✓ Puzzle Area
- 8. ✓ Stained Glass Window
- 9. ✓ Ledge
- 10. ✓ Arrow to Magical Bridge
- 11. ✓ Wall Switch
- 12. ✓ Teleporter
- 13. ✓ Teleport Destination
- 14. ✓ Wall Switch
- 15. ✓ Wall Switch
- 16. ✓ Wall Switch
- 17. ✓ Wall Switch
- 18. ✓ Puzzle Switch

FIG. 10-4. Map of Griffin Chapel.**FIG. 10-5.** Map of Wolf Chapel.**KEY: WOLF CHAPEL**

- 1. ✓ Teleporter Room
- 2. ✓ Door
- 3. ✓ Wall Switch
- 4. ✓ Stairs
- 5. ✓ Puzzle Switch
- 6. ✓ Corridor
- 7. ✓ Jumping Point
- 8. ✓ Puzzle Column
- 9. ✓ Jumping Point
- 10. ✓ Puzzle Column
- 11. ✓ Krater Of Might
- 12. ✓ Door
- 13. ✓ Puzzle Switch
- 14. ✓ Icon Of The Defender

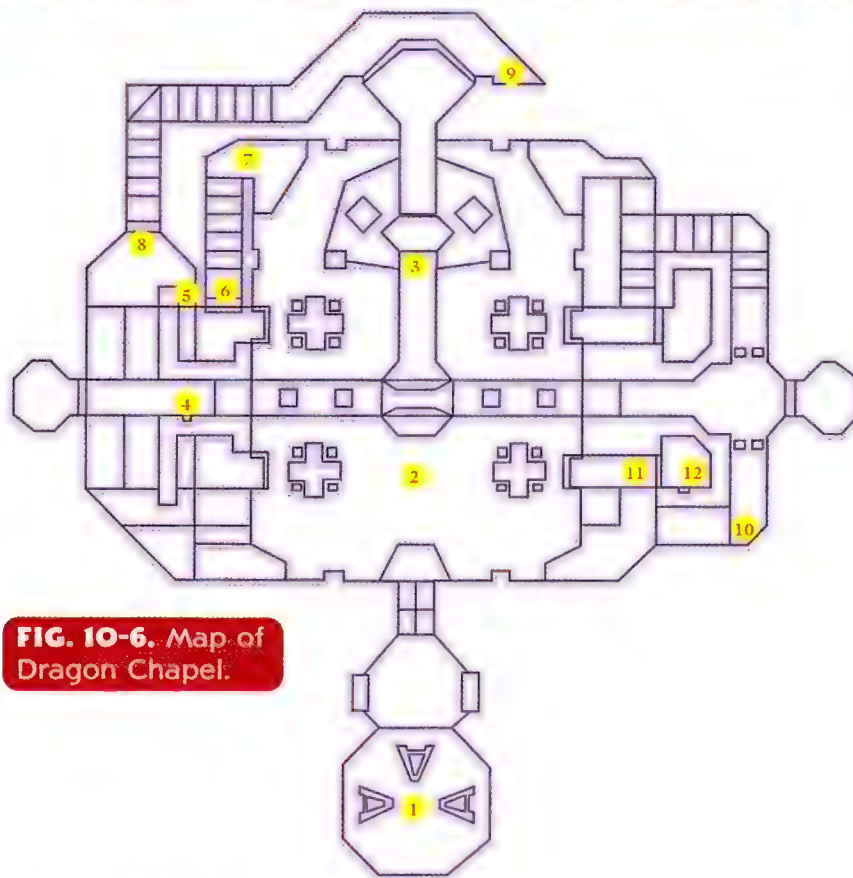


FIG. 10-6. Map of Dragon Chapel.

KEY: DRAGON CHAPEL

- 1. ✓ Teleporter Room
- 2. ✓ Krater Of Might
- 3. ✓ Slime Altar
- 4. ✓ Puzzle Switch
- 5. ✓ Elevator
- 6. ✓ Secret Door
- 7. ✓ Wall Switch
- 8. ✓ Secret Door
- 9. ✓ Puzzle Switch
- 10. ✓ Elevator
- 11. ✓ Ledge
- 12. ✓ Puzzle Switch

WALK-THROUGH OF HERESIARCH'S SEMINARY

You begin the level at point one, a tower overlooking the Seminary. You have to deal with a hail of fire from two flanking towers and from the Seminary itself. I suggest you spend a little while hiding at the base of the tower, moving around rapidly to dodge incoming missiles, and killing all the creatures you possibly can from this location. After you've killed a good number of them, make a dash for area two in the Seminary proper.

At point two, you find yourself surrounded by darkness—and Dark Bishops. Two rows of torches will light up once you've been inside the Seminary for a little while.

The Bishops aren't terribly tough, but



their attacks are deadly. So take a few shots at 'em, then run back to the door by which you entered. Hide in the doorway and blast the Bishops as they come after you. Repeat this process until you thoroughly clear the main hall of Bishops.

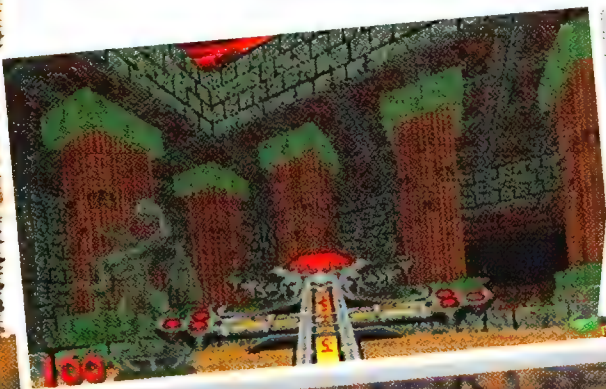
Go to point three and break all three stained glass windows you find there. Look behind each window for a wall switch. Pull all three switches.

Now go to point four, where you discover another three windows. Break these windows and throw the switches behind them, as well.

Run over to point five, a hallway that has just opened up. Head for point six—taking out as many tough monsters as you can along the way, including some extremely pesky Slaughtaurs on a high ledge. At point six, two dead trees block your way: blast them with your weapons. Once you've destroyed the trees, you see a hidden wall switch that you should throw. This switch activates four large revolving panels in the hallway from which you just entered.

Head over to point seven in the hallway, and you will see wall panels slowly revolving to the north and south. Walk through the southern panel and enter a square area marked as point eight on your map. You discover a room filled with vases, most of which contain mana. You also find the final piece of your super weapon. Don't celebrate for too long, though, because you're really going to need it!

Walk back to the hallway and go north from point seven through the revolving panel. At area nine, save the game and push the western wall. This causes small elevators to drop all around the perimeter of area 10. Use these to ride up and fight the Chaos Serpents milling around in there. They're definitely worth fighting, because there's an Icon Of The Defender at area 10.



When you get the Icon, it's time to go back into the hallway and press the button at point 11. This adjusts the level of a nearby staircase and opens up a southern passage near area five. Take this passage to area 12 and kill the Dark Bishops you find there. Then run across the castle grounds to area 13 on the western part of the map. There, several Bishops are waiting to greet you.

From area 13, take the narrow northern passage. It's hard to see where you're going here, because the hall is dark and winding. At a certain point, you step through an invisible teleporter and appear in an identical hallway behind point 15. If you're very careful, you can see exactly when the teleport happens. Optionally, you can switch to map mode and see very clearly when the teleport occurs.

You come out from the hallway on the elevated dais at area 15. Throw the wall switch there, then jump down and enter the teleporter at 16.

■ NOW REFER TO THE ORCHARD OF LAMENTATIONS MAP

After appearing at area one, head for point two on the map. There's nothing special there—it's just a point to run to. Don't linger at point two, or the Slaughtaurs on high ledges become a real problem.



Now head for area three. Drop into the lowered staircase and move south. Save the game when you reach area four, because you might need to perform this next feat several times before getting it right.

Throw the wall switch at point four and drop into the hole it reveals. Then run—don't walk—to point 5. The floor rises again in mere moments, and if you aren't in a safe area (like area 5, 6, 7 or 8) when the floor rises, it crushes you.

At area five, throw the wall switch to again open a hole in the floor. Jump into the hole and dash to point six. Now repeat this procedure to get from area six to area seven, then to area eight.

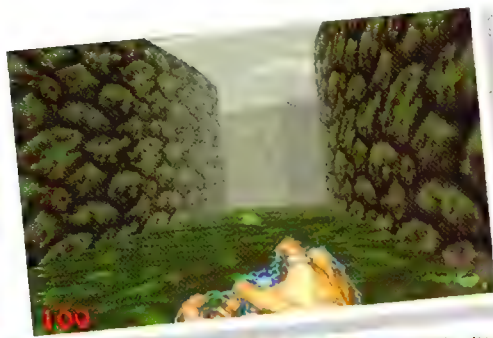
At point eight, you locate two wall switches. You must activate both of them. One switch opens the hole in the floor, as usual, but the other one opens area nine.

Run over to area nine. You'll have to contend with a swarm of Bishops here, so stay alert!

Area nine contains two switches. One just lowers the floor as usual, but the other one causes crucial changes in the level structure. So make sure you throw both switches before leaving the area.

Go back to area four, then proceed northward to area 10. The ledge there should have lowered sufficiently for you to jump up on it. Jump up the series of ledges to the slime river

at point 11, where you find an Emerald Planet. Take the Planet but don't get carried off by the river. Then climb up on the ledge at point 12.



From this ledge, you need to take a running leap to point 13. It's a tough jump, and if you're playing the mage, you need to make a nearly perfect leap. Holding down the jump key for an extended period of time gives you a better jump. If you think you're making perfectly timed and perfectly positioned running jumps but still miss the ledge, the problem may well be that you're not holding down the jump key long enough.

At point 13 you find a corridor. Somewhere inside this corridor is an invisible teleporter that dumps you out at point 14. Keep walking forward until you enter a large, open area that you've already visited.

In the open area, save the game and go north to point 15, where you find a Porkelator. This is a powerful weapon, so I advise you to go get it. Several angry Slaughtaurs come out to greet you, but, as I'm sure you'll agree, the Porkelator is worth the effort.

When you're through fighting Slaughtaurs, head for the tunnel at point 16. Walk thorough the tunnel until you automatically teleport into the tunnel leading to area 17, where you find a Sapphire Planet. Take the Planet, jump down, and return to the teleporter at point one. Teleport back to the Heresiarch's Seminary.

■ NOW REFER TO THE HERESIARCH'S SEMINARY MAP

Back at point 16, take a quick jaunt over to the hallway at point 17. Walk forward into the hallway and activate the elevator by pulling a wall switch. Take care! The elevator drops very quickly when you pull the switch. Unless you dash over and leap in just as soon as you pull the switch, you take damage from the fall. Apparently the Heresiarch doesn't inspect his seminary for health hazards.

At the bottom of the elevator you discover a Chaos Serpent waiting to greet you. Kill the Serpent and get into the nearby teleporter.

■ NOW REFER TO THE SILENT REFECTORY MAP

You appear at point one, in a small maze of crates. Dark Bishops fly around in this maze, so use caution and try to kill them just as soon as they appear.



Make your way to point two and throw the switch you find there to open the stairs at point three. Take the stairs. You will see a teleporter at the bottom, but you should ignore it for now. Instead, go around the teleporter and into a room full of Dark Bishops. After cleaning out the Bishops, you can throw the wall switch at point four, which reveals the Emerald Planet at point five. Go there and take the Emerald.

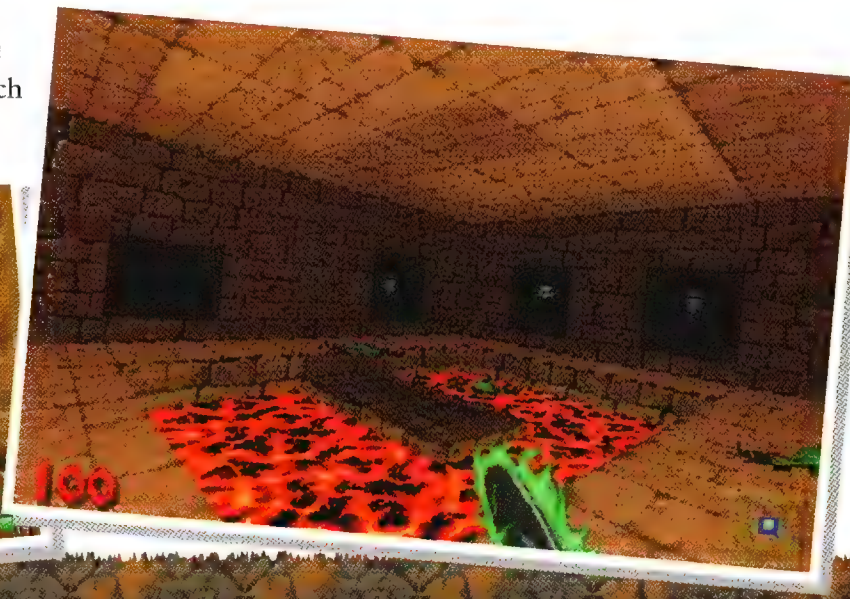


Now make your way to point six, where you find a switch on the wall. When you throw the switch, you activate an elevator (disguised as a box of crates with strange markings) at point seven. Take this elevator down, kill the Slaughtaurs you find there, and climb the circular stairs to point eight. There's a wall switch up there you need to throw. However, you might want to save the game before throwing it, since several Bishops teleport in behind you once the switch is activated.

Go down the circular stairs, take the elevator back up to the main, crate-filled room, and head over to point nine. Locate yet another wall switch there and throw it to open the door at point 10.

Walk through the door at 10 into the large dining area. Proceed past point 11 into a dark corridor leading upward. You find several Discs Of Repulsion along the way. At the end of the corridor (point 12), throw a wall switch.

Return to the dining area, then walk through the door at point 13. In the small antechamber, take the south door. You emerge in a small room with a lava pool occupied by a number of Bishops.



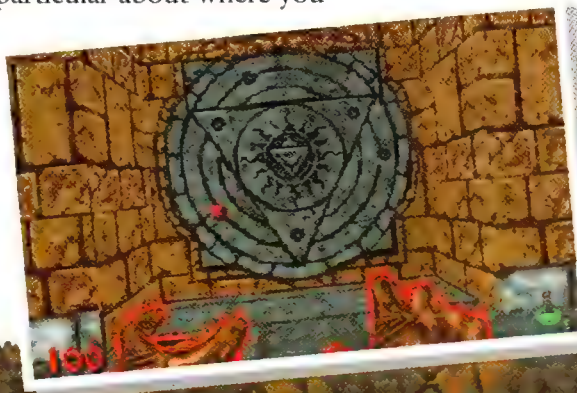
Kill all the Bishops, then push repeatedly on the wall at point 14. This opens a revolving door that leads to point 15, where you can pick up a Ruby Planet. Note that the revolving door requires a fair amount of pushing before it opens enough for you to pass through.

Now sprint over to point 16. To the east you find a deep chasm with a Sapphire Planet on a central pedestal. Stand there and wait a while as the terrain readjusts itself. Save the game. Then make a jump for that pillar! If you miss or fall off the pillar, don't worry. It automatically begins to lower itself when you jump. It will automatically rise up again, too, so don't worry about getting stuck in the chasm. Just ride the pillar back up, then jump back to solid ground.

You're done with the Silent Refectory now. Head for the stairs at point three. When you reach the staircase, walk down and enter the teleporter. This sends you back to the Heresiarch's Seminary.

■ NOW REFER TO THE HERESIARCH'S SEMINARY MAP

Take the elevator back up to the main level of the Seminary. Then walk over to the planetary mosaic at point two, highlight the Planets in your inventory, and start putting them into the empty spaces of the mosaic. If a particular planet doesn't seem to fit, try moving around and using the space bar on different parts of the mosaic. It's rather particular about where you place them. The game won't allow you to put a planet in the wrong position, so don't worry about making mistakes.



Once you have placed all the planets on the mosaic, you are free to enter area 20, where you will locate three teleporters that lead to three different chapels. You also find a wall with nine unlit panels. Only when all nine panels light up does the Heresiarch appear.



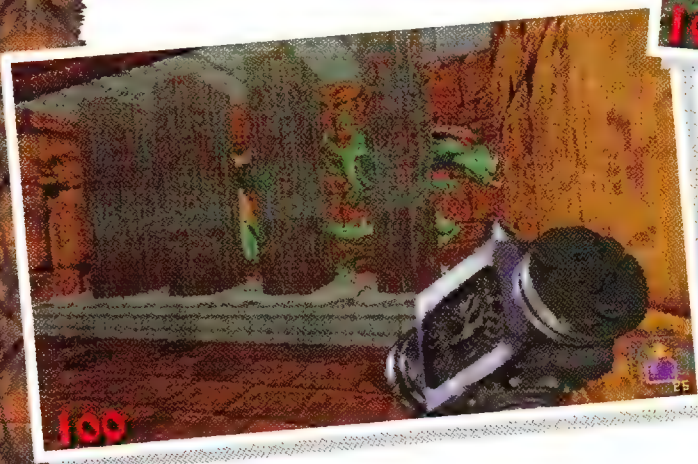
On your way to area 20 you pass area 19, a square area with walls that occasionally drop to reveal an assortment of monsters and artifacts. This is a magical area, and every once in a while, you can go up to it and make the walls drop, then go inside and collect the goodies inside. Of course, you must also fight the monsters therein. But if you're in bad shape and need useful artifacts, you might do well to save your game, then go up to area 19 and see if there's anything useful inside. Medium-power artifacts, like Banishment Devices, often hide there, and if you're really lucky, you might get a Krater Of Might.

Regardless of whether you choose to investigate this magical box, you next must proceed to the teleporters at area 20. Look them over. Each teleporter sports a symbol identifying the chapel

it leads to. The one with a two-headed wolf leads to Wolf Chapel; the teleporter with two griffins corresponds with, not surprisingly, Griffin Chapel; and the one with the dragon's head directs you to Dragon Chapel. For now, enter the teleporter leading to Griffin Chapel.

■ NOW REFER TO THE GRIFFIN CHAPEL MAP

You appear in a teleporter room at point one. There are caged Chaos Serpents in this area: beware them or kill them as best you can. At area two, push the wall to reveal the switch at point three. Throw the switch to solve a ninth of the Chapel puzzle. This also reveals the switches at areas four and five.

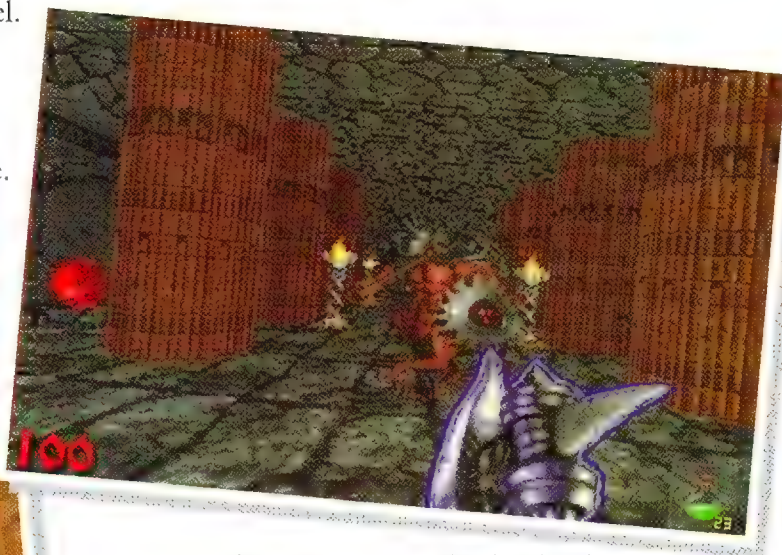


You may now throw the switches at four and five. They open the Chaos Serpent pens. After you're done, locate the teleporter that leads to Wolf Chapel and enter it.

■ NOW REFER TO THE WOLF CHAPEL MAP

Upon appearing at point one, run into the large open area and battle the assorted Ettins and Slaughtaurs who attack you. At area two, you find a small staircase leading to a room with a switch (marked three on the map). Throw the switch to open the door at area four.

Go to area four. This door leads to a hall that swarms with Slaughtaurs and Chaos Serpents, so you are well advised to just peek in and run back out. Set poison Flechettes in the doorway if you're a cleric.



Once the monsters are dead, take the small door to area five and throw the puzzle switch you find there. Then proceed to area six. Watch out, though—the stained glass windows at area six contain Ettins who smash through as soon as you get close.

Proceed into the northern area of the map that looks vaguely like a jack o' lantern. After defeating a swarm of nasties headed by Dark Bishops, get up on the ledge at point seven and leap over to the pillar at point eight. You don't need to stay up there for long; you just need to touch the floor of the pillar. Now go to point nine on the other side of the room and perform a similar leap in order to reach point 10. Once you have jumped onto both pillars, another section of the puzzle is solved. Several Bishops appear, and the floor readjusts itself so you can jump up to the Krater Of Might at point 11.

Now head back to the teleporter room and go to the Dragon Chapel.

■ NOW REFER TO THE DRAGON CHAPEL MAP

You materialize at point one. Proceed northward into the main hall, then duck back so you can deal with all the monsters in the corridor instead of out in the open. You will encounter some Slaughtaurs up on pillars that are very hard to kill. The only thing you can do is kill them as best you can—Wraithverge is a popular method—or just ignore them.

Walk to the slime altar at point three and kill the Stalker inside. Collect all the artifacts surrounding the altar, including a Mystic Urn. Then run into the western hallway and throw the puzzle switch at point four.



Next, run to the small elevator at point five. (Don't worry about the spinning columns; just don't walk into them.) Ride upstairs, push your way through the wall at point six, and throw the wall switch at point seven. Jump back down to the main floor of the chapel, then go over and push open the wall at point eight. Follow the corridor you find back there all the way to the wall switch at

point nine. Throw the switch.

Now go back to the main hall of the chapel. Enter the eastern hallway and bear south. Press on the wall at point 10, which lowers an elevator. Climb onto the elevator and ride upstairs. Then drop off the ledge to a lower ledge at point 11. Don't drop back to the main floor of the chapel, or else you have to ride the elevator back up and try again.

When you hit the ground at point 11, a door slides open to reveal—you guessed it—several Dark Bishops. Kill 'em all, then go throw the puzzle switch at point 12.

You're all done with the Dragon Chapel

now. It's time to go clean up a few loose ends on Wolf Chapel, so go to the teleporter room at area one and enter the Wolf teleporter.

■ NOW REFER TO THE WOLF CHAPEL MAP

At Wolf Chapel, leave the teleporter room and go through the western door at point 12. This takes you to an intricate area with lots of doorways, Dark Bishops, and items. Feel free to explore

extensively—later—but for

now, just turn directly south and pass through two doors to area 13. Throw the puzzle switch on the wall at area 13 and then ride the small elevator column up to area 14, a small nook with an Icon Of the Defender in it. You should have acquired a couple of Icons in your inventory by now, but don't get reckless and waste them yet. You'll need them when you fight the Heresiarch!



Head back to the teleporter room at point one and take the teleporter that leads to Griffin Chapel.

■ NOW REFER TO THE GRIFFIN CHAPEL MAP

Back in Griffin Chapel, climb down a set of oversized steps to point six. Then go west through a tunnel that leads to a staircase and a plateau with lethal drops on either side. A veritable army awaits you on the plateau, so, as usual, I suggest you stay around only long enough to take in the scene before heading back into the hallway and fighting from there.

After defeating the monsters, climb up onto the plateau, which is shown as area seven on your map. You solve a piece of the Chapel puzzle just by stepping up here.

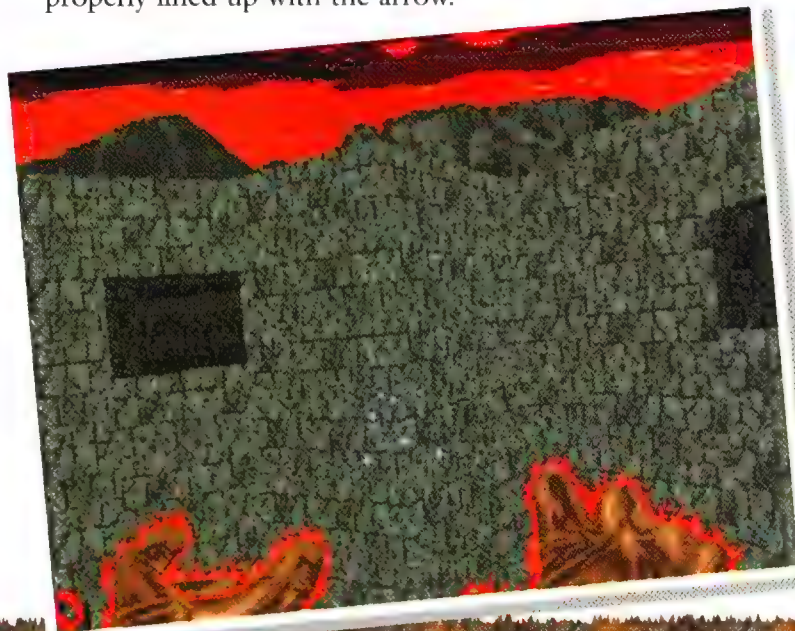
Now fire your missile weapons at the stained glass window at point eight. Once it's been broken, a ledge appears at area nine. If you jump to the ledge and push on a wall in the small cave there, you can get a Porkelator.



Now make your way up to point 10, which features a sheer drop-off. An arrow on the floor points out into space.

Save your game here!

Next, adjust your position so that you're perfectly lined up with the arrow. Then walk or run forward—right off the edge! A magical bridge appears underfoot and prevents you from falling. You *will* fall, however, if you fail to walk quickly enough, because there's a slight gap between the cliff and the end of the magic bridge. You'll also fall if you aren't properly lined up with the arrow.



Follow the bridge to area 11, where you should throw a wall switch. Then take the bridge over to area 12 and enter the teleporter you find there.

The teleporter sends you over to point 13. Save the game and follow the corridor until it branches into a large room with continuously moving walls. This is an extremely tough room, and it will probably take you several tries to get through it without being squashed. In essence, what you need to do here is sprint through the room, avoiding the moving walls, in an attempt to visit areas 14, 15, 16, and 17. In each of these places is a hidden alcove you can enter by activating a secret door. Inside the alcove you find a skull switch. All four skull switches must be activated before you attempt to visit area 18, otherwise the ceiling of area 18 automatically falls to crush you.

The walls of this area are erratic, and the fact that Ettins stalk around in here only makes things worse. Sometimes the walls seem to get stuck in one position—which can pose a problem if they're stuck right in front of one of the four alcoves. If you keep getting killed here and you just want to move on, you should seriously consider using cheat codes (see Appendix B) to make yourself invulnerable during your walk through this room.

If you're determined to beat this room

without cheating, my only advice is to watch the walls carefully before moving out into the danger areas, and always run at top speed once you've started to move.

After you successfully throw all four skull switches and activate the puzzle switch at area 18, a teleporter opens up to the south. Go through it, and you reappear at area 12. From there you can easily get back to the teleporter room to head back to the Heresiarch's Seminary.

■ NOW REFER TO THE HERESIARCH'S SEMINARY MAP



Notice that all nine wall panels in the Seminary are now lit up. Save your game the instant you arrive here. Then prepare your weapons and inventory as best you can and run out into the center of the hall (around area two). The Heresiarch waits out there, and he's one tough guy to beat. You can find some strategies for beating a Heresiarch in Chapter six, but here are a few quick reminders.

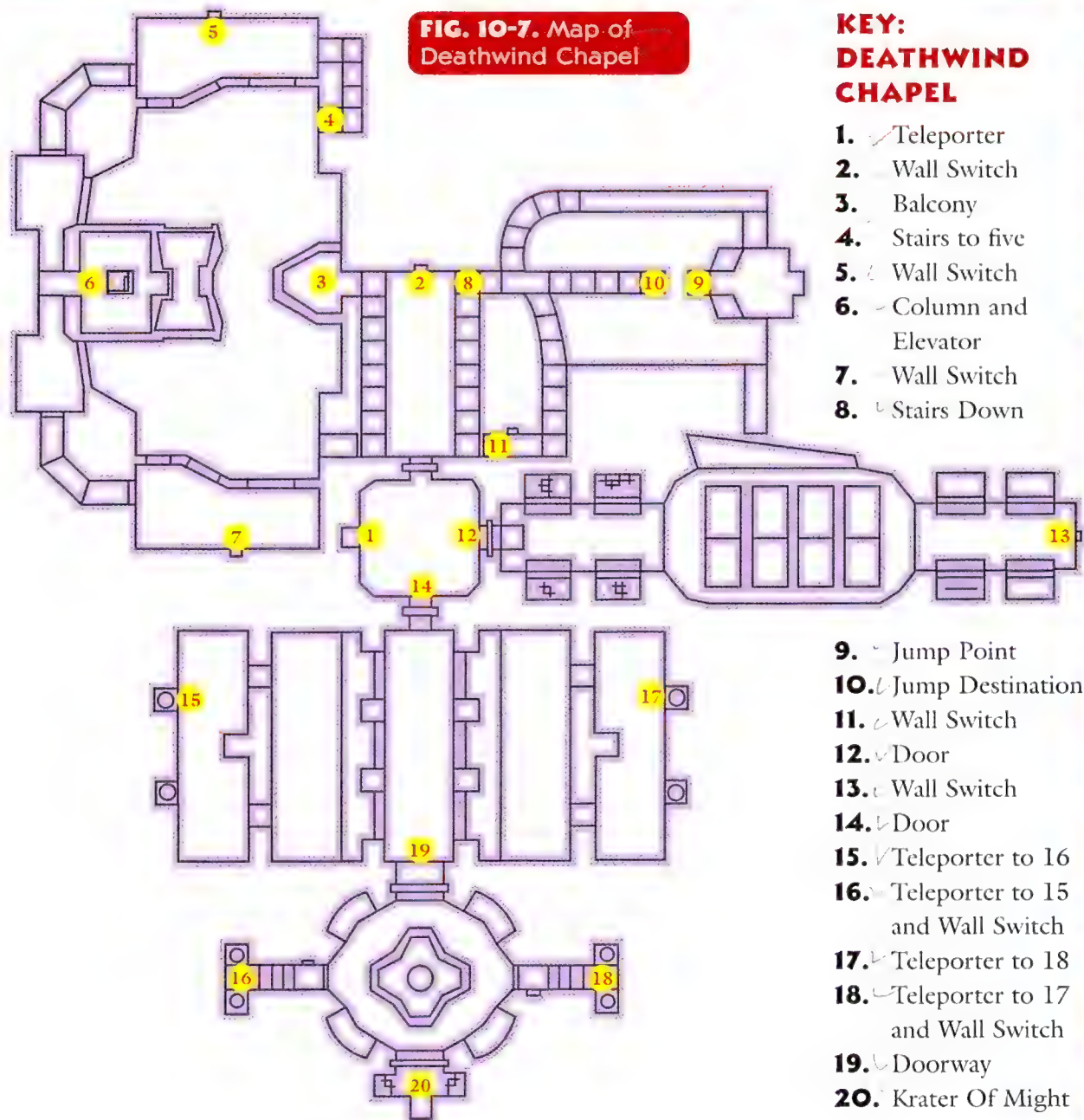
- Don't just stand there and beat on the Heresiarch. If you attack, run away for a while, then return and attack again. This increases your likelihood of hitting him. Repeated blows only cause him to put up his force field and reflect the attacks back at you.
- The purple swirls around the Heresiarch's head mean he's got his shield up. Go hide in a different part of the castle for a while, then come back when the shield is down. You can't hurt him at all while the shield is up.
- The bouncing red skulls the Heresiarch throws at you home in quite accurately. However, since they don't do half as much damage as the purple blasts he can shoot from his fingertips, don't worry about them too much.
- At some point, the Heresiarch begins to summon Dark Bishops. Do your best to ignore them and concentrate instead on the Heresiarch.
- Big implements of destruction like the Porkelator and Chaos Device don't work on the Heresiarch. Too bad! Flechettes can cause good damage, though. The best item for fighting the Heresiarch is the Icon Of The Defender.

When you defeat the Heresiarch, the pillars guarding area 21 on your map start to open and close. If you wish to visit the secret level, you can hop inside the pillars and ride down the small elevator they conceal. The teleporter below leads to Deathwind Chapel, the Seminary's secret level.



DEATHWIND CHAPEL

FIG. 10-7. Map of Deathwind Chapel



Deathwind Chapel is definitely a tough level. It's purely optional, and there isn't a huge payoff if you beat it. However, it's worthwhile to investigate, if only for the satisfaction of beating every single level.

DEATHWIND CHAPEL WALK-THROUGH

You start out by the teleporter in area five. Go north and throw the switch at point two, which raises the western staircase in this room. Take the stairs up to point three, a balcony that overlooks a lava lake.

Kill the swarm of Afrits you encounter here, then leap into the lava and dash to area four. Climb up this short stairway and throw the wall switch at point five, then run back into the lava and dash over toward point six.

At point six, you will find an elevator. Go upstairs and make your way to point seven. Throw the wall switch you find there. Then ride back downstairs and throw the switch that you now find on the central column near point six.

Now proceed to the staircase at point eight and walk down. Save the game before venturing out onto the narrow ledge, then work

your way around to point nine. At point nine you need to leap across to point 10. This causes a small bridge to appear, and reveals a switch at point 11.

Walk up to point 11 and throw the switch you find there.

Now go back to the room you started in. Open door 12 and run toward point 13. A hall full of spinning columns bars your path, but if you run through the hall immediately, before the columns really get going, you are assured of safe passage on the way there.

At area 13, you will find yet another switch to throw. Take care, though, because the switch unleashes a horde of bad guys.

Return to the teleporter room and go to door 14. Open the door and peek inside, then immediately go back up. This room is packed full of monsters, and if you linger inside, you invite a massacre. You run into much less trouble if you hide near the doorway at 14 and kill the creatures as they wander toward you.

Once you've done away with all the creatures, run over to point 15 and jump into the ground teleporter you find there. This takes you to point 16, where you can run up a few steps, throw a switch, then run back down and teleport back to area 15.

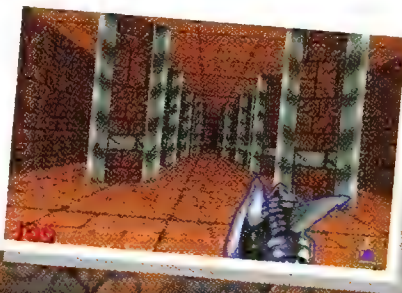
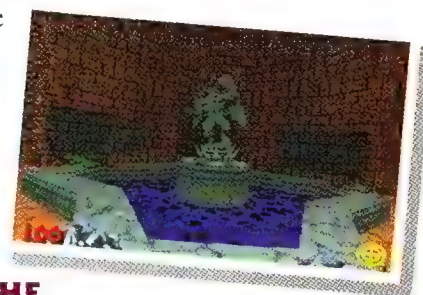
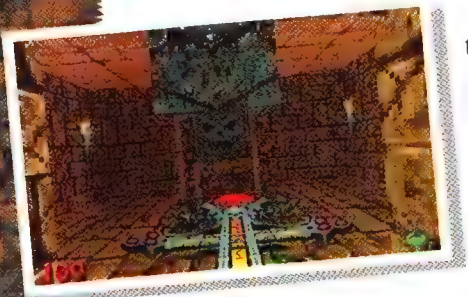
Next go to the teleporter at area 17 and repeat the process—teleporting over to area 18, throwing the wall switch you find there, and teleporting back to 17.

From point 17, proceed south through door 19. You can collect a Krater Of Might at area 20, along with some mana and miscellaneous items. When you're ready, go to area one and teleport back to the Seminary.

■ NOW REFER TO THE HERESIARCH'S SEMINARY MAP

Back at the Seminary, visit area 22 to pick up a pair of Wings Of Wrath. If you've conserved your Wings, you will have accumulated three pairs by now, so you can immediately use a pair when you get to the next level.

At point 23, you find the teleporter leading to the next Hub, the Castle Of Grief. Step inside when you're ready.



CHAPTER 11

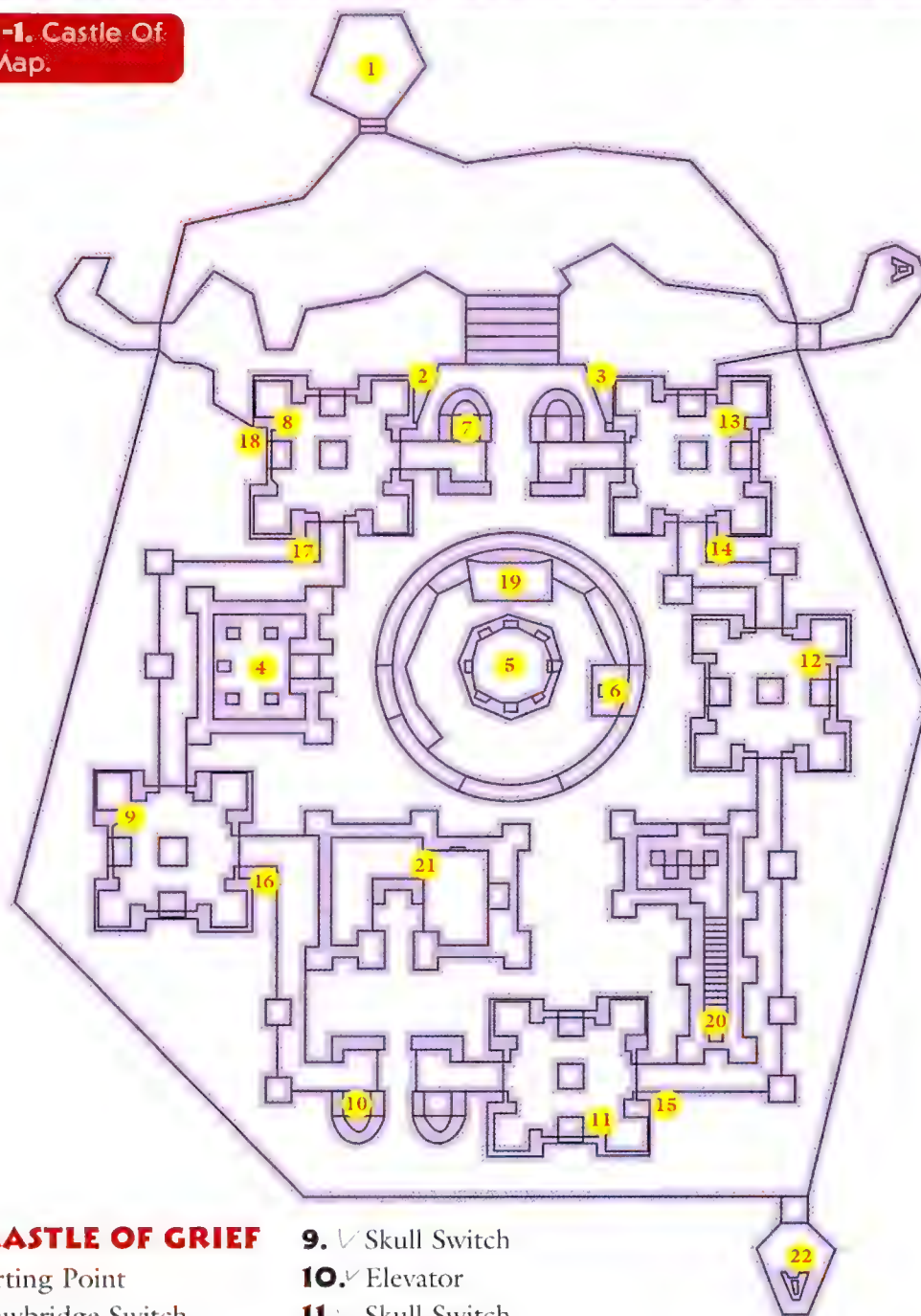
CASTLE OF GRIEF

As the name implies, you receive your fair share of grief while visiting this Hub. It's not that the puzzles are terribly difficult, but rather that you have very little time to think about them because of the angry monsters that constantly breathe down your neck. The best thing to do is to kill the initial wave of monsters on each level as efficiently as possible, then perform your tasks as fast as you can—because you can bet that more are on the way.

This Hub features two major puzzles. However, the second quest might not be as clear to you as the puzzles in Shadow Wood and in the Heresiarch's Seminary. The first puzzle is simple enough: You need to retrieve four missing clock gears and put them in their proper places to fix a gigantic clock. The second puzzle involves finding the Axe Key, which opens a door that leads to another Heresiarch. This quest, quite honestly, just requires you to run around on several different game levels and flip switches like mad. The Castle Of Grief levels give you a lot of optional places to go, things to find, and creatures to kill, but this walk-through skips most of them. Feel free to explore instead of rigorously following these directions, but be warned that the value of any artifacts you find will often be outweighed by the extra creatures you must fight in the process of locating them.

Don't get discouraged by the sheer volume of creatures you face in this set of levels. It's a little depressing, I know, but if you can make it through the Castle Of Grief, you're able to play in the final Hub, and that's where the real fireworks begin!

FIG. 11-1. Castle Of Grief Map.

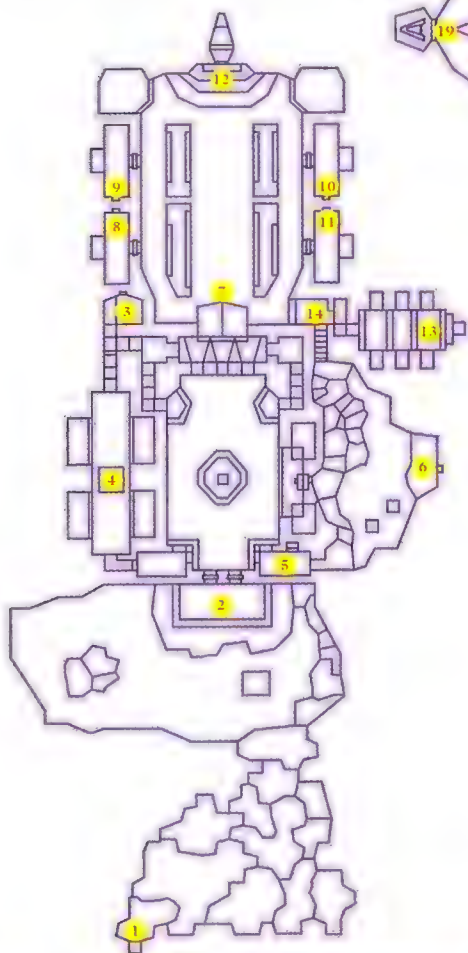
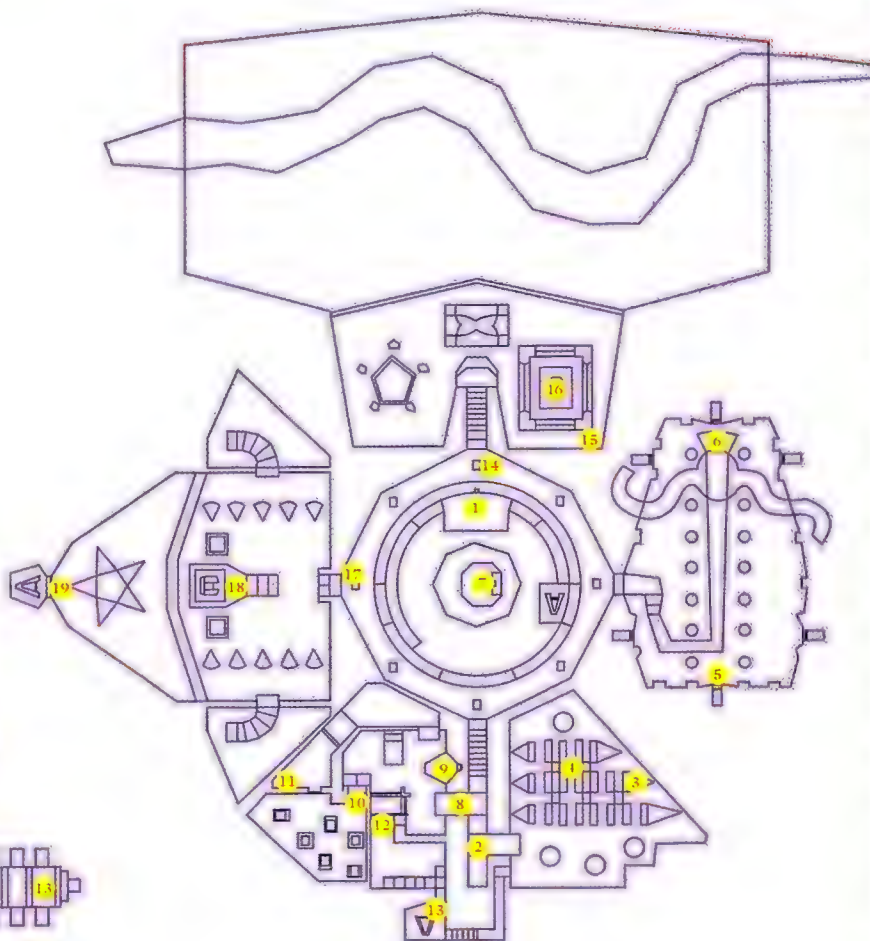


KEY: CASTLE OF GRIEF

- | | |
|------------------------|--------------------------------------|
| 1. ✓ Starting Point | 9. ✓ Skull Switch |
| 2. ✓ Drawbridge Switch | 10. ✓ Elevator |
| 3. ✓ Drawbridge Switch | 11. ✓ Skull Switch |
| 4. ✓ Gear | 12. ✓ Skull Switch |
| 5. ✓ Gear | 13. ✓ Skull Switch |
| 6. ✓ Wall Switch | 14. ✓ Wall Switch |
| 7. ✓ Elevator | 15. ✓ Wall Switch |
| 8. ✓ Skull Switch | 16. ✓ Wall Switch |
| | 17. ✓ Wall Switch |
| | 18. ✓ Krater Of Might |
| | 19. ✓ Gear and Elevator |
| | 20. ✓ Gear |
| | 21. ✓ Clock Room |
| | 22. ✓ Teleporter to Forsaken Outpost |

KEY: FORSAKEN OUTPOST

1. ✓ Teleporter to Castle Of Grief
2. ✓ Enclosed Porch
3. ✓ Wall Switch
4. ✓ Liber Oscura
5. ✓ Rusted Key
6. ✓ Wall Switch
7. ✓ Rusted Key Door
8. ✓ Wall Switch
9. ✓ Wall Switch
10. ✓ Wall Switch
11. ✓ Wall Switch
12. ✓ Daemon Codex and Teleporter to Desolate Garden
13. ✓ Teleporter to Effluvium

**FIG. 11-2. Gibbet Map.****KEY: GIBBET**

- | | |
|-----------------------------------|-------------------------------------|
| 1. ✓ Starting Point | 11. ✓ Wall Switch |
| 2. ✓ Revolving Door | 12. ✓ Secret Corridor |
| 3. ✓ Bookshelf with Missing Books | 13. ✓ Teleporter to Dungeon |
| 4. ✓ Yorick's Skull | 14. ✓ Northern Corridor |
| 5. ✓ Wall Switch | 15. ✓ Opening in Cage |
| 6. ✓ Yorick | 16. ✓ Axe Key |
| 7. ✓ Teleporter to Effluvium | 17. ✓ Entrance to Heresiarch's Lair |
| 8. ✓ Revolving Door | 18. ✓ Acon Of The Defender |
| 9. ✓ Wall Switch | 19. ✓ Wings Of Wrath and Teleporter |
| 10. ✓ Dungeon Key Door | |

FIG. 11-3. Forsaken Outpost Map.

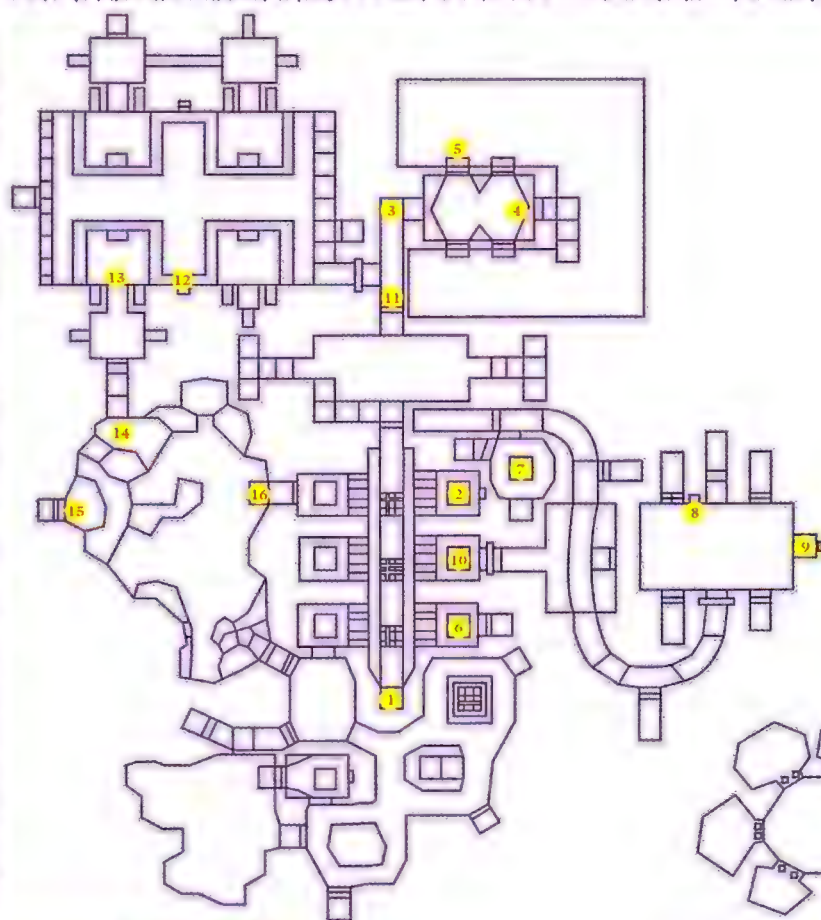


FIG. 11-4. Effluvium Map.

KEY: DUNGEON

1. ✓ Starting Point
2. ✓ Wall Switch
3. ✓ Wall Switch
4. ✓ Wall Switch
5. ✓ Secret Corridor
6. ✓ Western Corridor
7. ✓ Secret Door
8. ✓ Wall Switch
9. ✓ New Corridor
10. ✓ Wall Switch
11. ✓ Hard-to-Find Corridor
12. ✓ Drop-off Teleporter

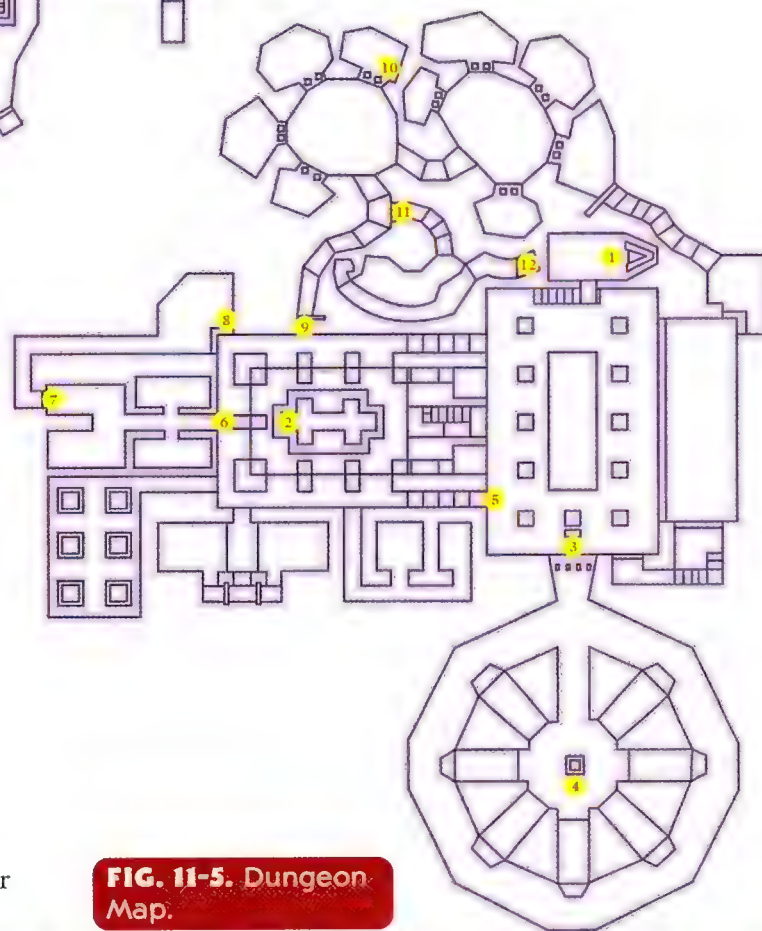


FIG. 11-5. Dungeon Map.

KEY: EFFLUVIUM

1. ✓ Starting Point
2. ✓ Wall Switch
3. ✓ Ledge
4. ✓ Secret Door
5. ✓ Dungeon key
6. ✓ Teleporter to Gibbet
7. ✓ Starting Point
8. ✓ Valve
9. ✓ Krater Of Might and Valve
10. ✓ Alcove
11. ✓ Ledge
12. ✓ Valve
13. ✓ Slime Pool
14. ✓ Cavern
15. ✓ Hidden Teleporter
16. ✓ Elevator

CASTLE OF GRIEF WALK-THROUGH

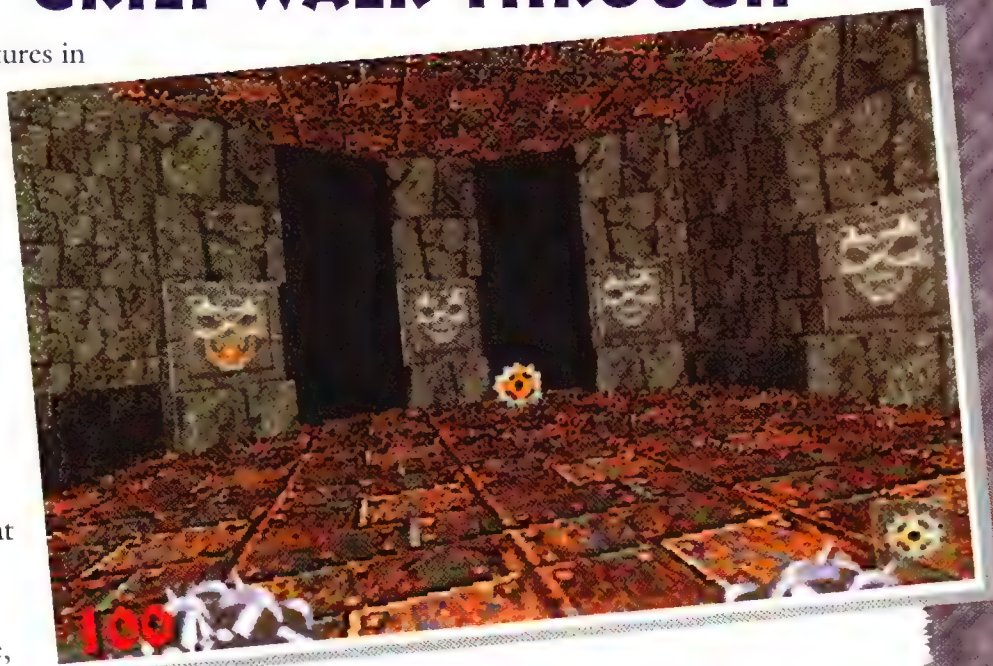
The sheer number of creatures in the Castle Of Grief is rather vulgar. This section doesn't mention every tough combat you encounter, simply for the sake of clarity. If I told you about every nasty battle, this would be an 80-page chapter, and you'd have a hard time finding the important points. Suffice it to say that you do lots of fighting in this one.

You start at point one, where you have to immediately dodge, or you get pounded by missile attacks while Korax speaks to you. These monsters just won't give you a break...

Next, you must lower the castle drawbridge. After killing a number of the nastiest monsters, leap into the moat and throw the switches at points two and three. This opens up the castle, freeing you to go inside and take your obligatory beating.

Make your way to point four, where you find the first of the clock gears lying on the floor. Immediately after you pick up the gear, a host of Dark Bishops materialize, so snatch the gear and immediately run out of the room. Fight the Bishops outside, where you'll stand a chance against them.

Now enter the circular room at point five (you must approach it from the south). Locate another gear there, sitting inside a ring of missile traps. Save the game before you enter, then grab the second gear. Before leaving this room, hop onto the raised ledge at point six



and throw a switch mounted on the column. This activates the elevators at the north and south gates of the castle.

The next two clock gears aren't quite as easy to get as the first two. One of them only appears when you throw a skull switch in each of the five major towers of the Castle. The other becomes accessible when you throw four switches located on the *outside* wall of the castle. We'll deal with the tower switches first.

Go to the elevator at point seven and ride it up. After cleaning out the monsters in the tower you arrive in, throw the skull switch at point eight. Then take the southern exit and walk along the castle wall (careful, don't fall!) to point nine, where there's another skull switch. Kill all the monsters here, throw the switch, and follow the castle wall south to another set of elevators. You can then leap off the wall and get onto the elevator at point 10.

Throw the skull switch at point 11. Take the castle wall east, then north, and throw the switch at point 12. Finally, follow the wall

north to point 13, where you must throw the fifth and final skull switch.

After you throw the fifth switch, walk south from the tower and leap to the east—right off the castle wall. This places you on the ground outside the castle. Now you're ready to throw the four switches hidden on the exterior of the castle wall.

Throw the switch shaped like a crescent moon in an alcove at point 14. Follow the castle wall south until you reach point 15, where another switch is hidden in an alcove. Now throw that switch.

Head west to point 16 and throw another switch. Then proceed to point 17, where the final switch awaits. Throw it, then go collect the Krater Of Might that's sitting on the ground at point 18.

You should now get back into the castle. The easiest way is to jump into the moat from point 18 and run back up the wooden stairs. Once you're back inside, head for the circular room at the center of the castle. When you get there, you discover that the ledge at point 19 has lowered and another clock gear sits on it. Get that gear, then head southeast to point 20.

When you get to point 20, you will find the final gear just lying on the floor. As you might have guessed from the room's strangely shaped floor tiles, a fireball trap immediately activates when you take the gear. You can't do much about this trap, except run right through it, taking some damage in the process.

Now that you have all four

gears, visit the room at point 21. You can enter this room only from the south. Once you get there, you find a non-functional clock and four wall panels. You can slide open each of these panels to reveal the machinery of the clock. To fix the clock, you need to highlight the gears in your inventory and use them on the wall panels. Each gear goes in a specific location; above each panel is a picture of a gear, showing you exactly which gear goes in that spot. Don't worry, though, because you cannot put a gear in the wrong location. If one gear fails to fit, just highlight each gear in turn and try it on the wall panel. One of the four gears will definitely fit.



Once you replace all four gears, the clock starts to work again. Big deal, right? Well, it opens a passage you need to take later. For now, though, leave the castle and enter the teleporter at area two.



■ NOW REFER TO THE FORSAKEN OUTPOST MAP

You appear at point one, a cave in the Forsaken Outpost. Work your way out of the cave, and you find an open area with deadly cliffs and a path leading north. Follow the path to point two, then go into the small courtyard to the north. Enter a narrow northern hallway and turn west.

Locate a wall switch at point three. Pull it, then head for the newly opened area four. A book called the *Liber Oscura* lies on the floor here, and when you take the book, a host of Bishops appears. Run right through the hall, picking up the book along the way, and fight the Bishops on better ground. (Staying in the hall just gets you hurt.)

Now proceed to point five, where you find the Rusted Key lying in a niche in the wall. Enter the cave to the east and jump across a series of rocks to point six, where you must throw a wall switch. Don't worry about falling here; the cavern is quite shallow.

Use the Rusted Key to open the door at point seven, then walk into the large area to the north. This room is filled with Slaughtaurs, and more will teleport into the area at several different intervals. Exercise patience here, and kill them all before entering the small side rooms at points eight, nine, 10, and 11—throwing the wall switch you find in each room.

After all four switches have been thrown, the wall opens up at point 12. In an alcove, you'll see a book called the *Daemon Codex*. Take the book, then look at the northern wall. You'll either see a large panel with Korax's head on it, or a teleporter. The teleporter is supposed to appear if you threw the switch in

the Sacred Grove (the secret level of Shadow Wood). However, sometimes a bug in the game keeps this panel from properly opening. If you are certain you threw the switch in the Grove, but the teleporter still does not appear in area 12, feel free to use the No Clipping code (see Appendix B) to pass through the panel and use the teleporter.



Where does the teleporter lead, anyway? It takes you to Desolate Garden, the secret level of this Hub. This secret level is combat-intensive, and it doesn't provide you with many artifacts, so you might wish to skip it. However, if you want to visit Desolate Garden, you should do so now. Refer to the end of this chapter for instructions.

Regardless of whether you visit Desolate Garden, it's now time to return to the teleporter at area one and go back to the Castle Of Grief.

■ NOW REFER TO THE CASTLE OF GRIEF MAP

You appear at point 22 on the Castle Of Grief. Run up to point 19 inside the Castle, where you find an elevator slowly rising and falling.

Take the elevator (or fly, if you're using the Wings) to the top, and throw the teleport switch you find there.

■ NOW REFER TO THE GIBBET MAP

You appear at point one on the Gibbet map. This room looks very much like the one you just left, but don't be fooled! Throw the switch on the wall, which lowers you to the main level, where you must fight a host of angry creatures.

Take the southern hallway to area two and locate a bookcase that acts as a revolving door. Go through the door and into a library, then make your way to area three, where you will find a special bookshelf. This bookshelf is slightly different from the others—a demon's head graces the uppermost part of the shelf.



Next, activate the two books in your inventory and use them on the shelf. They fit into two empty slots so that the letters on the books' spines spell out the name Korax. This action releases several Bishops and also causes Yorick's Skull to appear at area four. Kill the Bishops, take the skull, leave the library, and return to the central corridor of the Gibbet. Take the eastern door to point five, where you should smash a stained glass window and throw the switch you find there. This repairs a

broken bridge leading to area six, where you will find the statue of Yorick. Walk to area six and examine the statue. Notice that it is missing a head. Alas, poor Yorick! (All right, I said it. Sorry...)



Place Yorick's Skull on the statue, then stand right where you are while an earthquake rocks the room. When the room stops shaking, follow the bridge all the way back to the room's entrance and head over to point seven in the center of the level. There, you find a teleport switch at the bottom of the pool. Throw the switch, which teleports you to the Effluvium.

■ NOW REFER TO THE EFFLUVIUM MAP

The Effluvium is a sewer—and it's absolutely packed with Stalkers. Don't say I didn't warn you!

You appear at point one. Head for the alcove at point two and throw the wall switch you find there. Then go north to point three, jump up, and enter a small room.

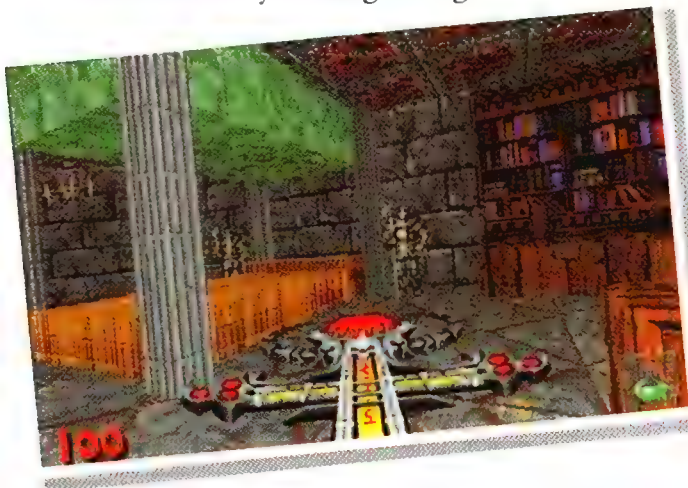
At point four, look for a secret door that leads up and out of the room. Hordes of Slaughtaurs await you up there, but you must kill them and retrieve the Dungeon Key from a window ledge.

Take the Dungeon Key from the outside

window ledge (point five) and run back to the teleporter at point six. Enter the teleporter to return to the Gibbet.

■ NOW REFER TO THE GIBBET MAP

In the Gibbet, jump out of the pool and go to the revolving bookshelf at point eight. Walk through it, and you appear in a regal bedchamber. Beware! Avoid the bed, or you are crushed by a falling ceiling.



Save your game. At point nine, there's a wall switch that you need to throw. However, you must be careful as you do so. When you throw the switch, the floor falls out from under you, and you fall to your death—unless, that is, you get really close to the switch and cling to the tiny bit of remaining floor.

The trick here is to approach the switch as closely as you can, throw the switch, and turn around. Then hold down the run key and run forward for just a fraction of a second to build forward momentum, then jump to safety. You might have to try this several times, because the timing must be extremely precise. You might start to think the jump is impossible, but it isn't—it's just very, very hard. Hold down that jump key!

Next go to the door at point 10 and open

it with the Dungeon Key. Proceed to point 11, ignoring the funky torture chamber accessories, and throw the wall switch you find there.

Go back through the Dungeon Key door and enter the new hallway at point 12. Take the staircase down and get into the teleporter at point 13. This takes you to the Dungeon.

■ NOW REFER TO THE DUNGEON MAP

Hurrah, the Dungeon! This is what you've really been waiting for. You arrive at point one. Run south into the large room with lava on the floor—fighting monsters all the way—and take the western door. At point two, throw a wall switch.

Now get back into the central room and throw the switch at point three—not once, not twice, but seven times. Each time you throw the switch, it releases a Slaughtaur near point four. The seventh time you hit the switch, you reveal another switch at point 4.

If you run into trouble fighting the Slaughtaurs, remember that you don't need to hit the switch seven times *consecutively*. Rather, you can hit the switch once, kill the Slaughtaur that appears, and then hit the switch again when you're ready. Repeat this process until you've thrown the switch seven times.

You'll know when you've hit this switch seven times, because it refuses to light up after the seventh hit.

Once you're done fighting the Slaughtaurs, you should head south for point four. On the south side of a pillar, you find a wall switch. Throw it, then go north to the new corridor at point five. Enter the corridor.

This corridor leads to rooms with all manner of creatures and artifacts. Feel free to inspect every door you find; this walk-through only deal with the most important locations.

Follow the corridor around a bend until you eventually reach point six, where you can go west. Do so and open the secret door at point seven. Follow the corridor beyond the secret door to point eight, where you must throw a wall switch. Then get back out into the corridor and go to point nine.

At point nine, you encounter another corridor—this time a corridor made of rough-hewn rock instead of the usual brick and stone of the dungeon. Walk down this corridor—and beware of the Chaos Serpents! In the alcove at point 10, you discover a wall switch. Throw the switch and enter the hard-to-see corridor at point 11.



Follow this corridor to a small stream of muck. Leap into the muck and follow it into the darkness until you reach point 12. At point 12, you fall into a very deep pit, and it seem like your character is headed for an early demise. However, this fall does not kill you, because the pit is just a trick teleporter. So make sure you don't quit the game in disgust when you begin to fall, because you don't die from the plunge, and you need to go down here.

■ NOW REFER TO THE EFFLUVIUM MAP

Ah, the Effluvium. Aren't you glad to be back?

You emerge at point seven in the Effluvium. Get into the slime river and follow the current all the way to point eight.

At point eight, find a valve that makes the slime level rise. Turn the valve, and the room starts to fill with muck. Getting nervous yet? When the muck reaches a certain level, you can get the Krater Of Might at point nine. Turn the valve you find there to return the muck to its normal level.



Next, follow the slime river back to area 10. You're back in familiar territory now. Get into the main slime tunnel and go north toward point 11. Jump

up to point 11, where you will see a room filled with four elevated slime pools. Jump to the nearest one and throw the wall switch at point 12. This causes the slime level of the two southern pools to lower.

Leap into the southwest pool (to point 13). From there, open a door to the south and run to point 14. I say run, because you need to build momentum in order to cross the very deep and narrow crevice in the hallway leading south. If you don't move at a good clip, you'll fall right in.

Now jump up to the ledge at point 15 and activate the wall. This reveals a teleporter, which you should enter.

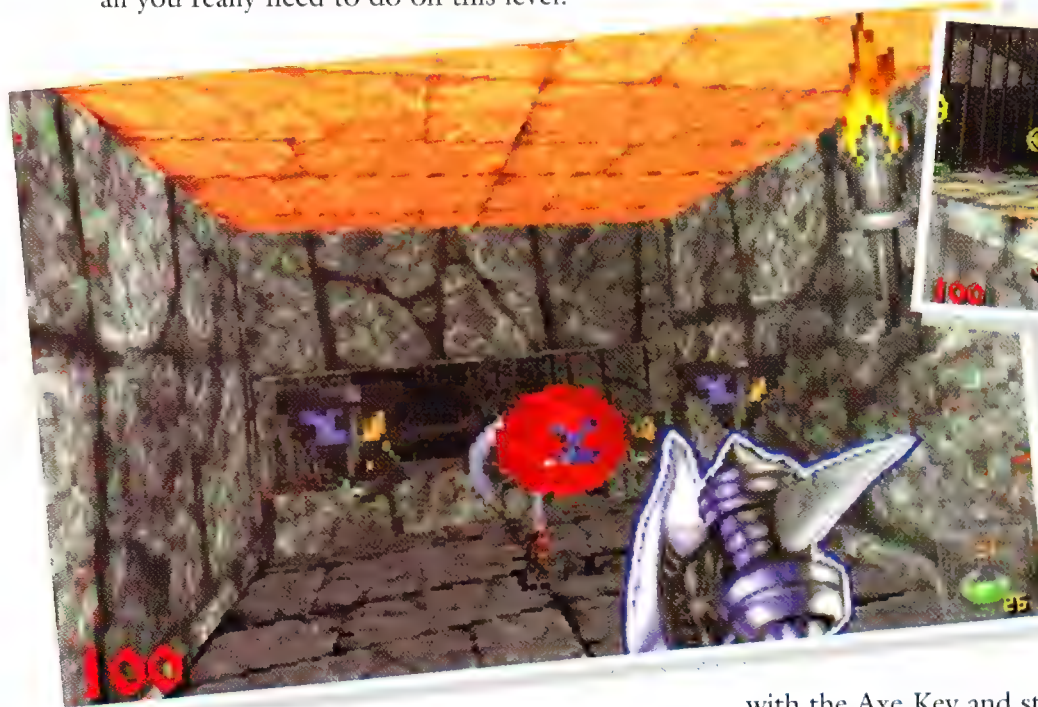
■ NOW REFER TO THE FORSAKEN OUTPOST MAP

You appear in a new part of the Forsaken Outpost, point 13. Walk forward just a few steps, and you get a message saying that something has opened on the Gibbet. This is all you really need to do on this level.

■ NOW REFER TO THE GIBBET MAP

Back at the Gibbet, go to point 14. Save the game before proceeding northward, since you encounter several nasty creatures there.

In the room to the north of point 14, you find a large cage with metal walls. At point 15 there is a suit of armor that you can destroy, which grants you access to the interior of the cage. Destroy the armor, run in and take the Axe Key from the pedestal at point 16, then run back out again.



Now go stand before the doorway at point 17. Save your game before opening the door. There's a big fight coming up soon!

Open the door

with the Axe Key and step inside. The door eventually closes and seals you in—so there's no going back once you've initiated this sequence.

Kill all the monsters in the room. Once that's done, turn your attention to point 18, where you see a throne with an Icon Of The Defender on it. Jump onto the throne—don't just walk up and get the Icon; jump right onto it—then dash away as a horde of Afrits appears. After you kill the Afrits, a bunch of Chaos Serpents materialize and start milling around the throne (I hope you weren't still hanging around up there).

If you want to collect some mana, you can now go to point 14 and stock up a little. Otherwise, just turn around and take the teleporter at point 13 back to the Effluvium.

■ NOW REFER TO THE EFFLUVIUM MAP

You reappear in the Effluvium. Run over to point 16, where a rusty column serves as an elevator. Ride the elevator up and stroll over to the teleporter at point six. Step inside, and the teleporter returns you to the Gibbet.



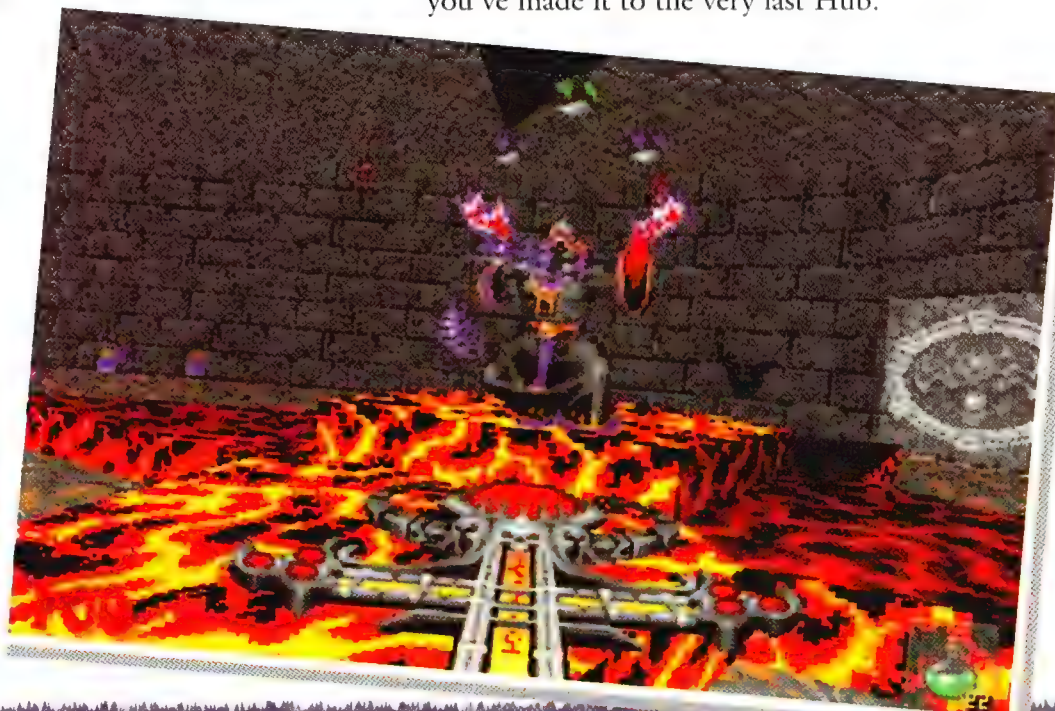
When you kill the Chaos Serpents, Dark Bishops are supposed to appear from two side rooms. If this doesn't happen, you should go look around the room and make absolutely sure they aren't appearing. There's a bug in some versions of *Hexen* that prevents the Bishops from showing up. If this happens to you, just reload the game from where you saved it outside the door and try again. Next time, make sure to jump onto the throne and run over every inch of it, then run into the southwest

corner of the room to carry on your fight. This usually seems to do the trick.

If things go well, the Dark Bishops now appear. Kill the Bishops, and the western wall drops to reveal the second Heresiarch. By now, you know what to expect from a

Heresiarch, so I won't bore you with more combat tips. If you have trouble with him, look up Heresiarch in the Bestiary for some extra advice.

Once you destroy the Heresiarch, you're free to go. Pick up the Wings Of Wrath near point 19 and jump into the teleporter. Prepare yourself for some big battles ahead, because you've made it to the very last Hub.



SECRET LEVEL: DESOLATE GARDEN

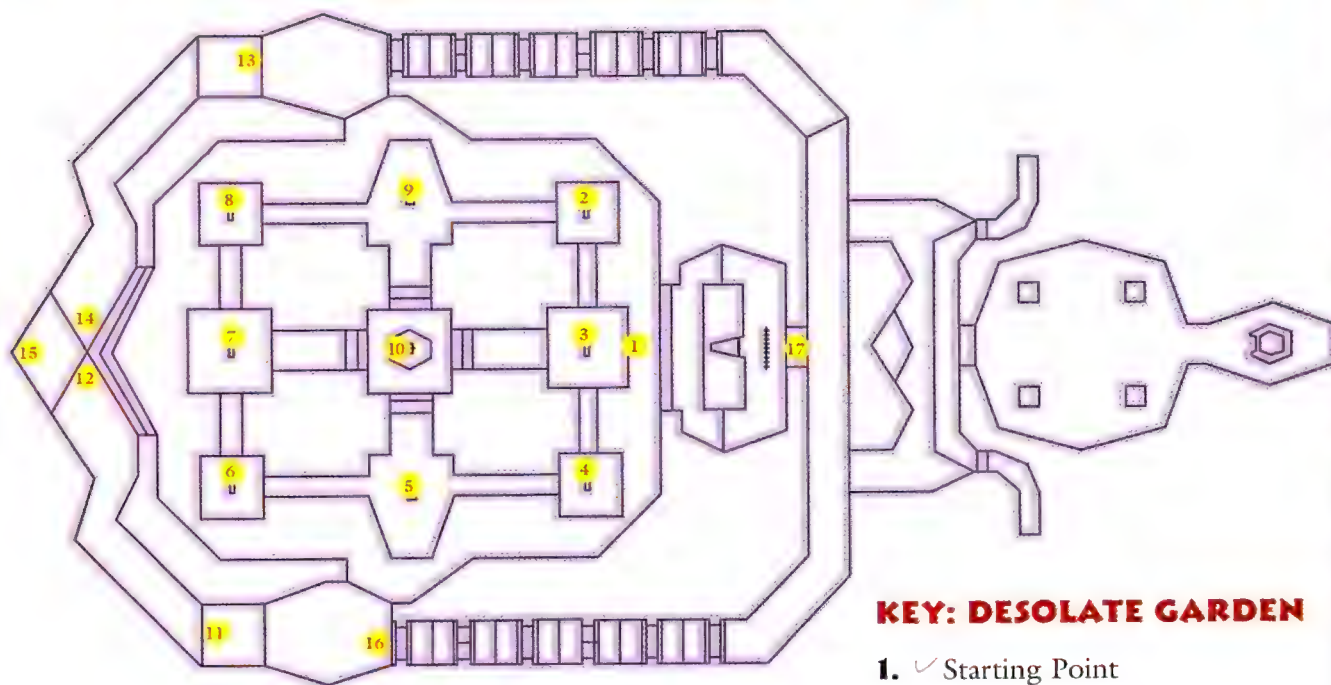


FIG. 11-6. Map of Desolate Garden.

Don't worry if you miss the Desolate Garden. It is combat-intensive and not terribly rewarding. However, for those brave souls who feel the need to visit it, here are some simple instructions.

KEY: DESOLATE GARDEN

1. ✓ Starting Point
2. ✓ Floor Switch
3. ✓ Floor Switch
4. ✓ Floor Switch
5. ✓ Floor Switch
6. ✓ Floor Switch
7. ✓ Floor Switch
8. ✓ Floor Switch
9. ✓ Floor Switch
10. ✓ Floor Switch
11. ✓ Elevator
12. ✓ Second Weapon
13. ✓ Elevator
14. ✓ Third Weapon
15. ✓ Krater Of Might
16. ✓ Base of Stairs
17. ✓ Teleporter to Forsaken Outpost

DESOLATE GARDEN WALK-THROUGH

You appear at point one. Your main task in Desolate Garden is to throw the switches at points two through nine. The switches are attached to slabs of marble that rise and fall at random, which forces you to run around in circles, watching for any switches that happen to rise from the ground. Whenever you throw a switch, several monsters appear to make your day a little brighter.

You'll know you have thrown all eight switches when a final switch appears in the middle of the pool at point 10. Throw that middle switch, too.

Go to the southern part of the room and take the elevator at point 11. Upstairs, run over and collect the weapon at point 12. You should have all your weapons by now, so this just gives you some extra mana.

Ride the elevator back down, then go north and take the elevator at point 13. Run to point 14 and take the weapon you find there (again, it just provides extra mana). After visiting both 12 and 14, the walls surrounding point 15 will lower, and you can get the Krater Of Might that's sitting in there.

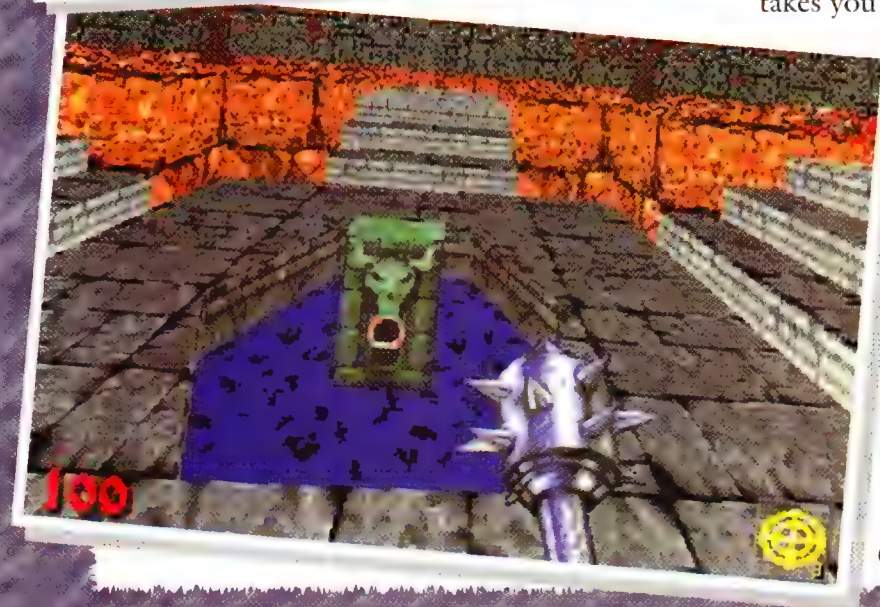
Now go back down the elevator and take the stairs at point 16. At point 17, you find a teleporter that

takes you back to the Forsaken Outpost.

Nearby are a couple pieces of your super-weapon that provide you with even more mana.

Note the other room to your east. See if you can find a way in! It's filled with slime and a piece of your super-weapon. However, since you've been following these directions (right?), you should have already assembled your super-weapon, so this is hardly a top priority quest.

Take the teleporter at point 17, which returns you to Forsaken Outpost.



CHAPTER 12

NECROPOLIS

You've finally made it! It's time to take on the Necropolis. Here you will fight Zedek, Menelkir, and Traductus—the three grand leaders representing the fighter, mage, and priest classes. After defeating all three of these formidable enemies, you finally get a shot at the second Serpent Rider, Korax himself. This might sound a bit overwhelming, but, in fact, the three masters and Korax aren't as tough as you might think. The Heresiarchs you faced earlier were in some respects much stronger than the boss monsters you encounter in the Necropolis. It's all the other creatures you run into that make your job so difficult...

Without further ado, let's get on with the final Hub.

KEY: NECROPOLIS

1. ✓ Starting Point
2. Teleporter to Vivarium / *locked*
3. ✓ Entrance to Zedek's Tomb
4. ✓ Teleporter to Zedek's Tomb
5. Entrance to Menelkir's Tomb
6. ✓ Locked Door
7. ✓ Teleporter to Menelkir's Tomb
8. ✓ Entrance to Traductus' Tomb
9. ✓ Secret Elevator
10. ✓ Elevator
11. ✓ Wall Switch
12. ✓ Teleporter to Traductus' Tomb
13. ✓ Wall Switch
14. Entrance to Dark Crucible
15. Teleporter to Dark Crucible

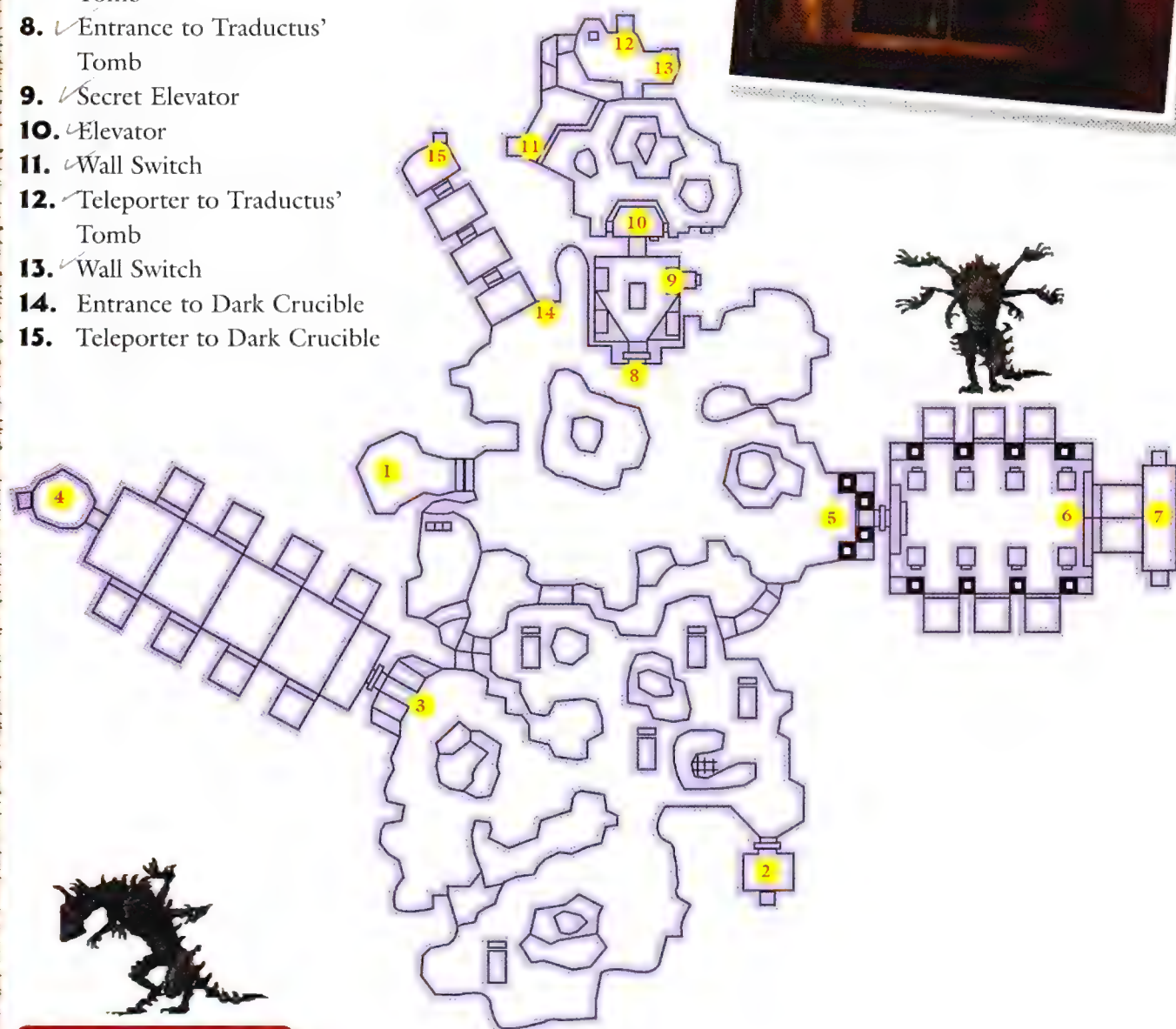
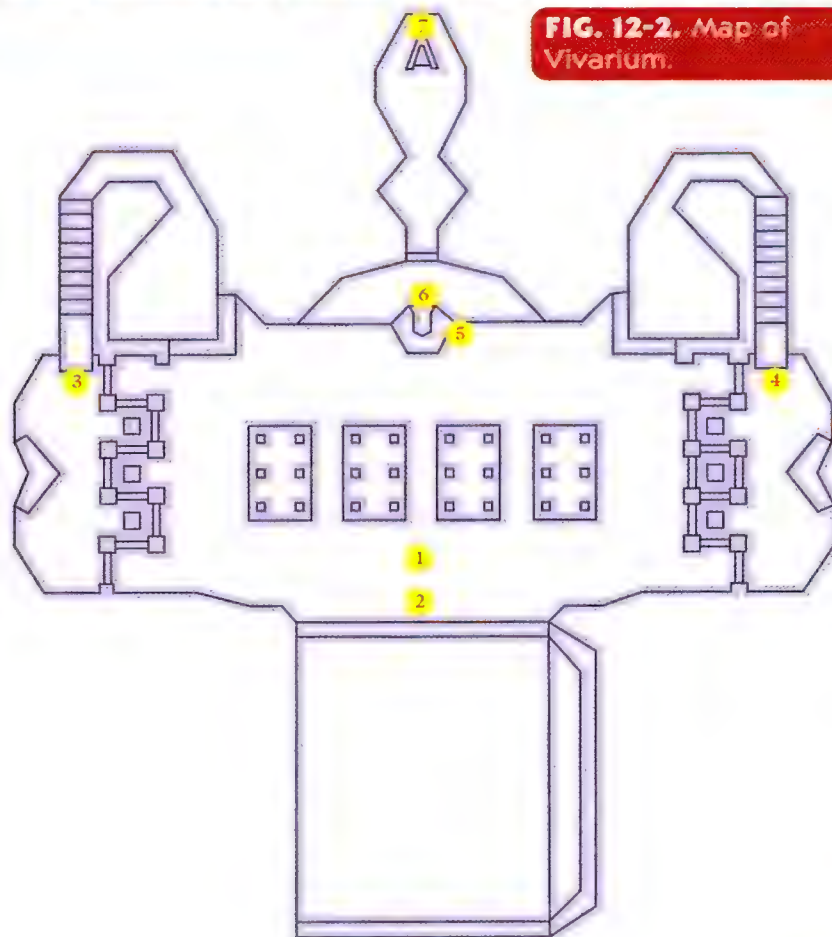


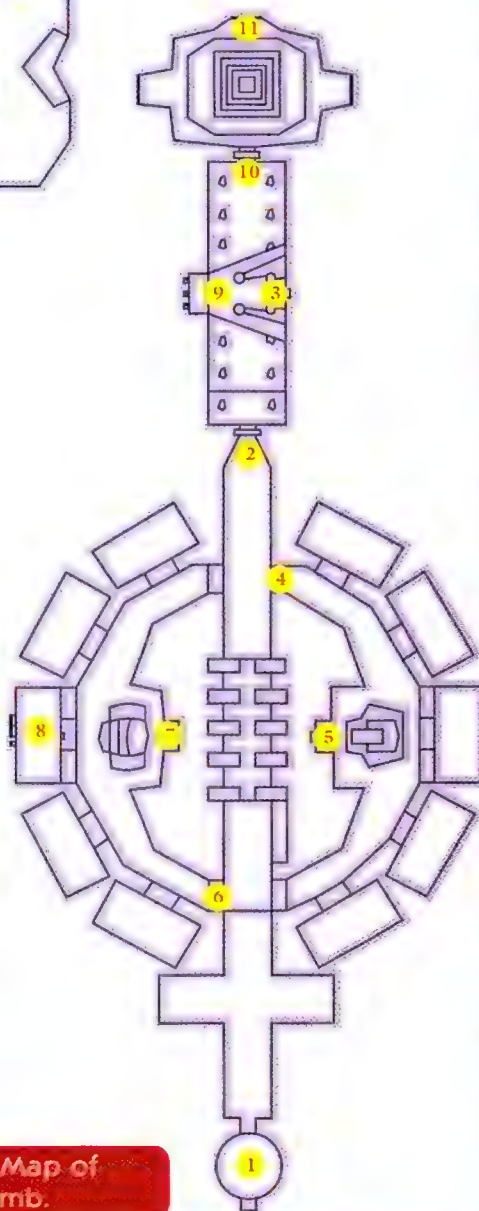
FIG. 12-1. Map of Necropolis.

FIG. 12-2. Map of Vivarium.**KEY: VIVARIUM**

1. Starting Point
2. Only Pigs Enter
3. Revolving Panel
4. Revolving Panel
5. Push the Wall
6. Maulotaur Statue
7. Porkelator

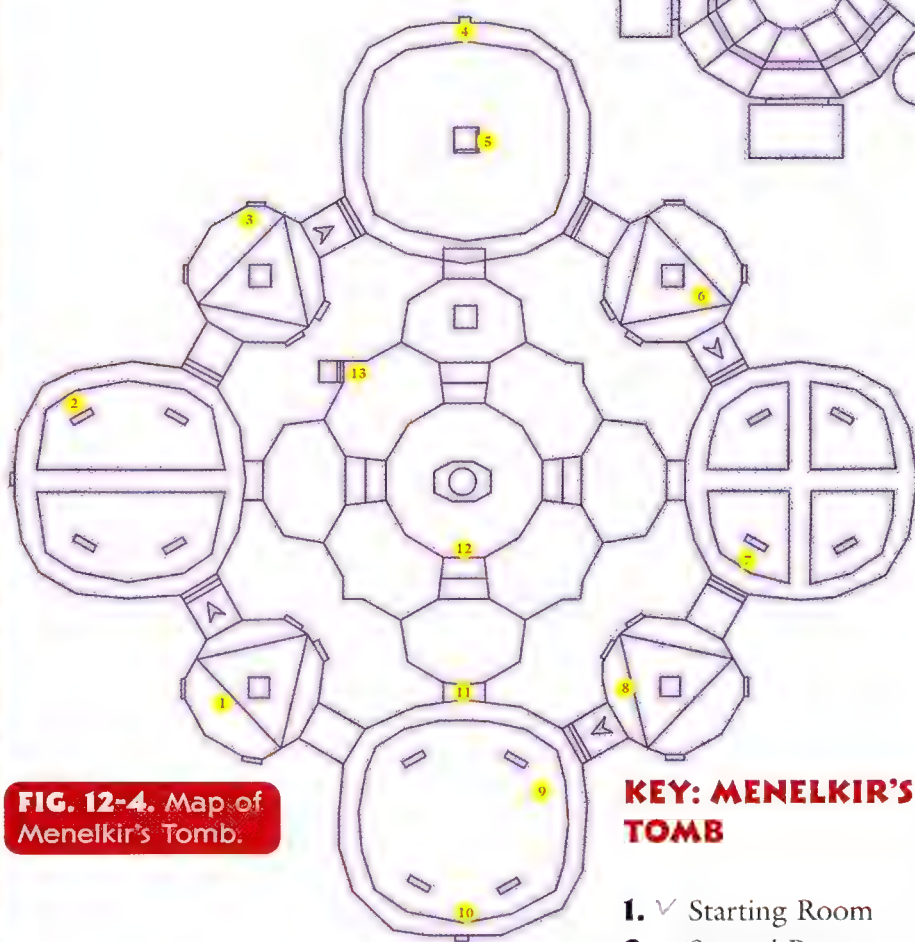
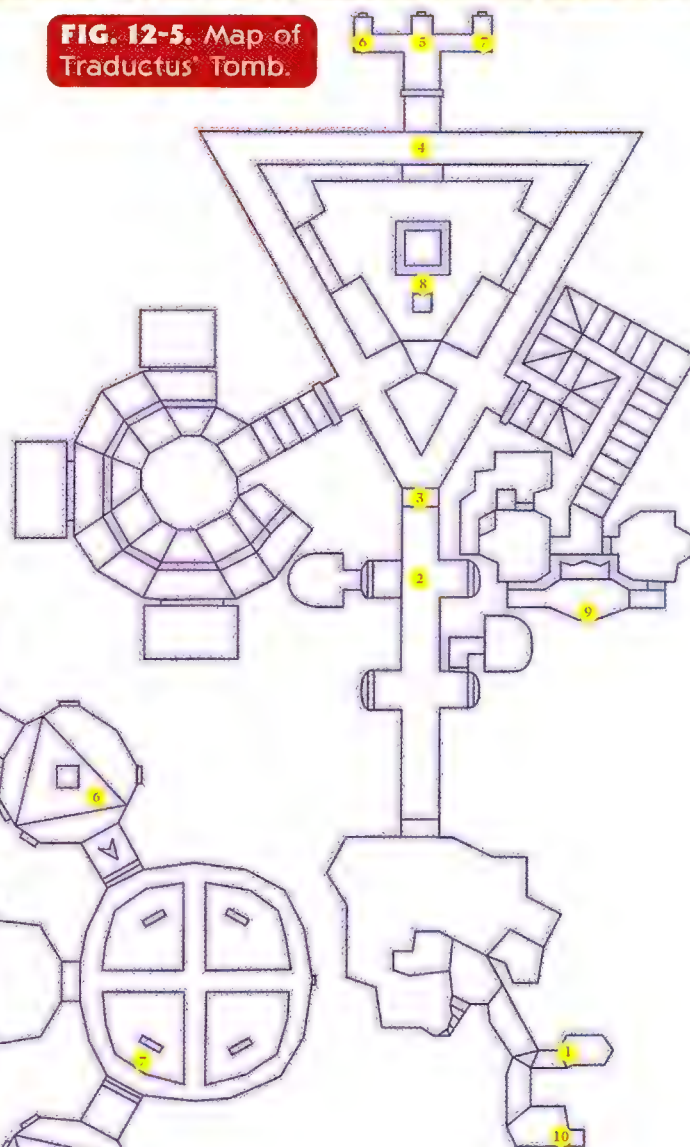
KEY: ZEDEK'S TOMB

1. ✓ Teleporter to Necropolis
2. ✓ Doorway
3. ✓ Wall Switch
4. ✓ Hidden Corridor
5. ✓ Wall Switch
6. ✓ Hidden Corridor
7. ✓ Wall Switch
8. ✓ Puzzle Switch and Panels
9. ✓ Wall Panels
10. ✓ Doorway to Zedek
11. ✓ Glaive Seal

**FIG. 12-3. Map of Zedek's Tomb.**

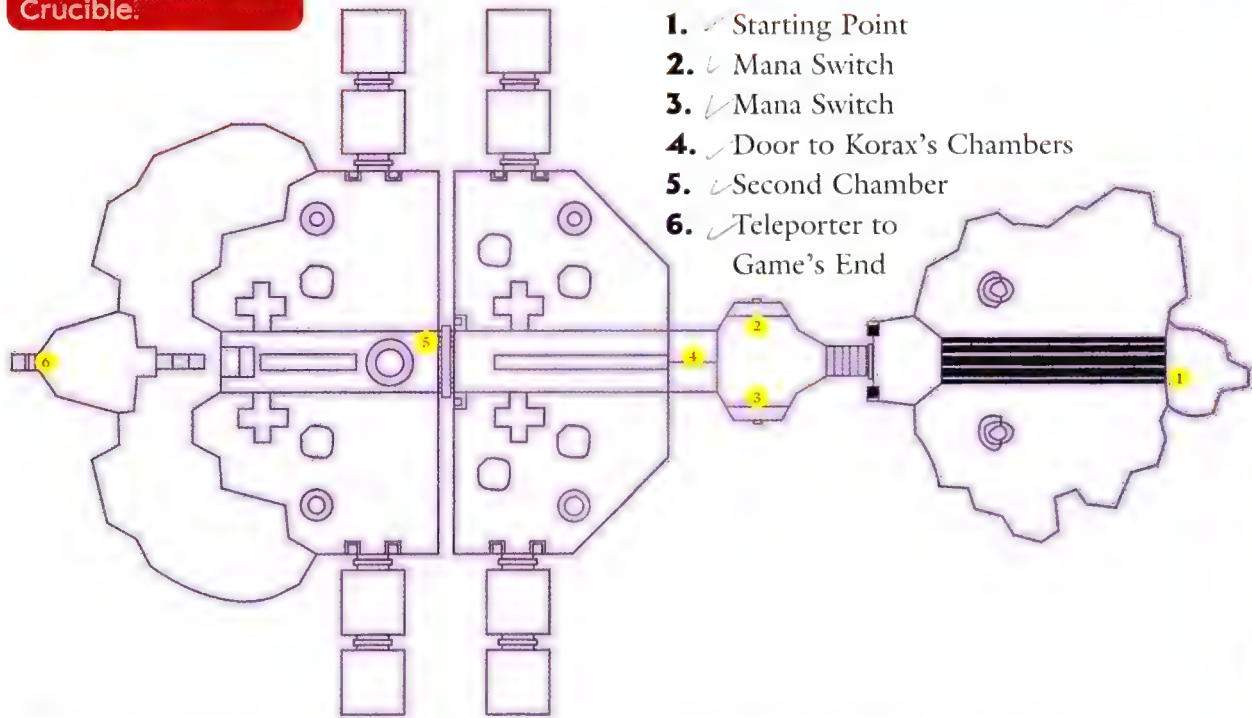
KEY: TRADUCTUS' TOMB

1. √ Starting Point
2. √ Central Corridor
3. √ Elevator
4. √ Northern Corridor
5. √ Wall Switch (Releases Traductus)
6. √ Wall Switch
7. √ Wall Switch
8. √ Holy Relic
9. √ Icon Of The Defender
10. √ Teleporter to Necropolis

**FIG. 12-4.** Map of Menelkir's Tomb.**FIG. 12-5.** Map of Traductus' Tomb.**KEY: MENELKIR'S TOMB**

1. √ Starting Room
2. √ Second Room
3. √ Third Room
4. √ Fourth Room
5. √ Wall Panels
6. √ Fifth Room

7. √ Sixth Room
8. √ Seventh Room
9. √ Eighth Room
10. Wall Switch
11. √ Elevator
12. √ Menelkir's Chamber
13. √ Teleporter to Necropolis

FIG. 12-6. Dark Crucible:**KEY: DARK CRUCIBLE**

1. ✓ Starting Point
2. ✓ Mana Switch
3. ✓ Mana Switch
4. ✓ Door to Korax's Chambers
5. ✓ Second Chamber
6. ✓ Teleporter to Game's End

WALK-THROUGH OF NECROPOLIS

When you first pop up at point one, you might begin to think that the Necropolis isn't so bad. Sure, there are lots of graves and extremely poor lighting, but aside from that, it looks just fine.

Then come the Reivers, floating skeletal warriors that shoot you with some rather painful fireballs. A good policy is to hole up in the alcove at which you started this Hub and to try to kill the Reivers from there. However, bear in mind that you must conserve your mana, since you have to kill over 100 of them!

After you've taken out all the Reivers, you then have to deal with...more Reivers. You will battle several waves of Reivers, but fortunately for you, their numbers decrease by half each time. So the second wave is more modest, with only (!) 50 or so Reivers; and the third wave has about 25.

Eventually, you clear out the Reivers in their entirety, and you're free to explore the

Necropolis. As an aside, take a close look at some of the tombstones. You'll find the names of some of the programmers and artists who helped create the game.

Near the southeast part of the Necropolis, you find point two, a teleporter leading to the Vivarium. The Vivarium is a good place to stock up on mana and armor, but the portal leading there is automatically sealed the instant you enter one of the three tombs. So you must visit it now or never.

Enter the teleporter, and you are whisked over to the Vivarium.

■ NOW REFER TO THE VIVARIUM MAP

You appear at point one in the Vivarium. Directly before you are four large daises with crushing ceilings. These elevated areas are

loaded with combined mana, so if you're fast, you can replenish your mana supply here. Just take care not to get crushed!



Now go to the wall at point two and hit it with your weapons. If your version of Hexen is 1.0, the wall will yield to your assault. You'll probably need to use your super weapon once or shoot several times with your third weapon (like the Hammer Of Retribution). Eventually the wall slides back to reveal a huge area to the south. Past version 1.0, the only means to access this room is by allowing yourself to be made a pig, courtesy of the projectile traps located to the east or west. Your smaller, porcine self will be able to go where your human form cannot. This area is filled with armor, artifacts, and mana. Take everything you can carry, then head for point three.

You will encounter Chaos Serpents and traps as you travel toward point three, so proceed with caution. At point three, you find a stained glass window that functions as a revolving door. Push the glass until it opens far enough for you to pass through. Then climb up the stairs behind the glass, take anything useful you can find on the platform above, and jump back down to the main floor.

Now go to point four on the eastern side



of the level (it's another stained-glass revolving door). Push through it and climb up the stairs beyond, then investigate the ledge that the stairs lead to. Then jump back down to the main floor.

Next, walk up to point five. Press the wall at point five and a large section of the floor descends. Get onto this floor section and walk over to point six. At point six, you will find a Maulotaur statue holding an unlit basin of oil. When you approach it, the flame ignites, and the door to area seven opens.

At area seven you discover a teleporter that leads back to the Necropolis. Walk behind the teleporter before actually entering it, and you can pick up a Porkelator. Then take the teleporter.

■ NOW REFER TO THE NECROPOLIS MAP

Back at the Necropolis, proceed to point three and walk through the door. You emerge in a long hall packed full of Centaurs. Kill them as best you can, then walk over to point four. At point four, enter the teleporter that leads to Zedek's Tomb.

■ NOW REFER TO THE ZEDEK'S TOMB MAP

You appear at point one in Zedek's Tomb. Run northward, but beware of the section of hallway with a double row of rusty pillars. These pillars begin to slide back into the wall as soon as you approach, and when all the pillars recede, the ceiling falls and kills



anything caught underneath it.

Go to the door at point two, then enter the darkened room beyond. Throw the wall switch at point three and walk back through the door at point two.

Area four is now open. Walk through the opening at point four and throw the wall switch at point five. This releases a pack of Slaughtaurs from five small rooms to the east—how delightful! Once you kill all the Slaughtaurs, proceed south and walk through the opening at point six.

At point seven, you find another wall switch. Throw it to open the five western rooms, in the process releasing another flood of creatures.

Once you've dealt with the creatures, go stand at point eight. On the eastern wall you'll see a switch, and on the western wall you'll see three blank panels. Throw the switch, then turn to watch the panels. Several different symbols start to rotate across the surface of each panel, moving for several seconds before coming to a stop.

When the panels stop rotating, memorize the three symbols you see there. You'll need to know them in a moment.

Walk north past point two. As you enter this large, darkened room, the ceiling slowly starts to descend. If you don't do something to stop it, you'll be crushed to death in a few moments!

Walk over to point nine. There, you find three wall panels like the ones at point eight.

You can rotate these panels with the space bar, causing different symbols to appear in each panel. Rotate these panels until they display the same symbols in the same order as the panels at point eight. When you successfully input the correct symbols, the ceiling automatically rises again, and the door at point 10 opens.

Now it's time to fight Zedek. Save your game, then run north to point 11. Zedek always faces southward when he first appears in the center of the room, so you can take a cheap shot at his back if you stand at point 11. This is, of course, purely optional. Chivalrous individuals might prefer to use more conventional tactics.



Refer to the Bestiary for more hints on fighting Zedek.

Once Zedek is killed, the Glaive Seal appears on the floor at point 11. Take the Seal and run back to the teleporter at point one. Teleport back to the Necropolis.

■ NOW REFER TO THE NECROPOLIS MAP

Back at the Necropolis, walk over to point five and enter the door to the east. Next, try to open the door at point six. The door starts to

open, but after opening just a sliver, it slams shut again. At this point, you will notice that eight switches have sprouted from the floor around you. Your job is to pull on these switches at random, killing the monsters that appear when you pull each switch, until you finally reach the switch that opens the door.

When the door finally opens, enter the teleporter at point seven.

■ NOW REFER TO THE MENELKIR'S TOMB MAP

Menelkir's Tomb might seem complicated at first, but it's very easy to handle once you know the general premise of its rooms. The Tomb is composed of four large circular rooms, four smaller rooms, and a central area where Menelkir awaits.

You start at point one in one of the small rooms. In the center of this room is a four-sided pillar with a symbol inscribed on it. Look at this symbol and memorize it. Now look around the room until you find a wall panel with that symbol. Activate this wall panel with the space bar, and the door to area two opens.

In area two (a watery room with several Stalkers), you find four stone slabs, each with a different symbol inscribed on it. Which one should you activate? Look at the map and note

Now you know the tricks that you need to navigate this tomb. In the smaller rooms, you must look at the central pillar and activate the wall panel corresponding to the symbol on the pillar. In the large rooms, you must look at the map, then activate the symbol that looks like the room does on the map.

If you ever hit the wrong panel, don't worry too much about it. Some monsters (usually Ettins) will teleport in to pound on you, and once they're dead, you get a chance to throw a different panel. In fact, it's entirely possible to muddle through this level just by throwing every switch and activating every panel you find, though I don't recommend it. It's rather tedious, and you'll end up fighting far too many Ettins.

the shape of the room where you currently stand. The proper slab is the one with a symbol that looks just like this room does on the map: a circle with a horizontal line through it.

Proceed to room three. Look at the pillar, then activate the wall panel that displays the same symbol as the pillar.

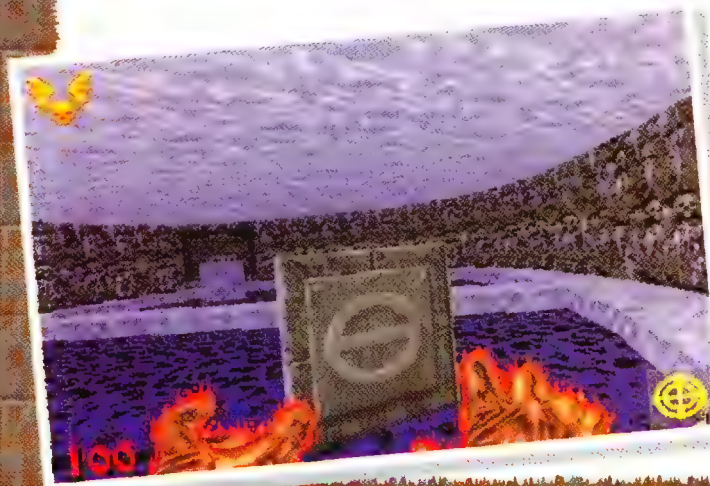
Walk over to the next room—take care—there's a big pit in the middle. If you're using the Wings Of Wrath, this will not be a cause for concern. Go to point four and take the magical bridge to the pillar at point five. From there, look at the map and activate the side of the pillar with the proper shape inscribed on it.

Now go to room six. Observe the central pillar and note the symbol, then activate the wall switch with that symbol on it.

Go to room seven. Activate the slab with the symbol matching the room's shape.

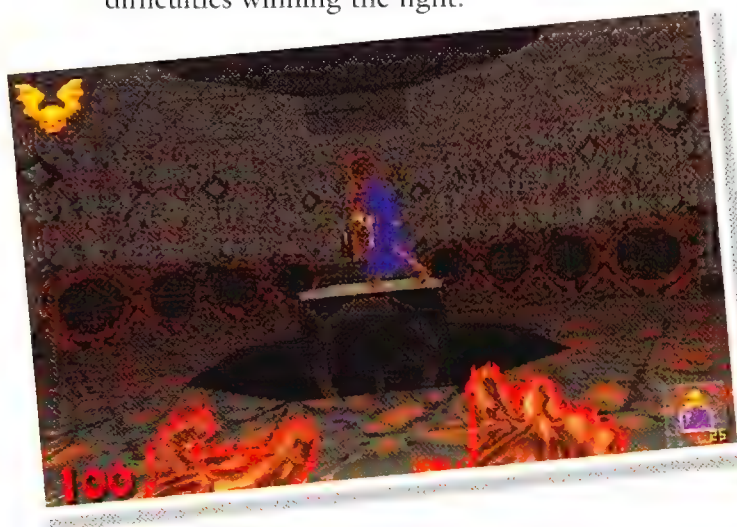
Enter room eight. Note the symbol on the central pillar, then activate the proper wall panel.

Proceed to room nine. Observe the shape of the room on the map and activate the proper slab.

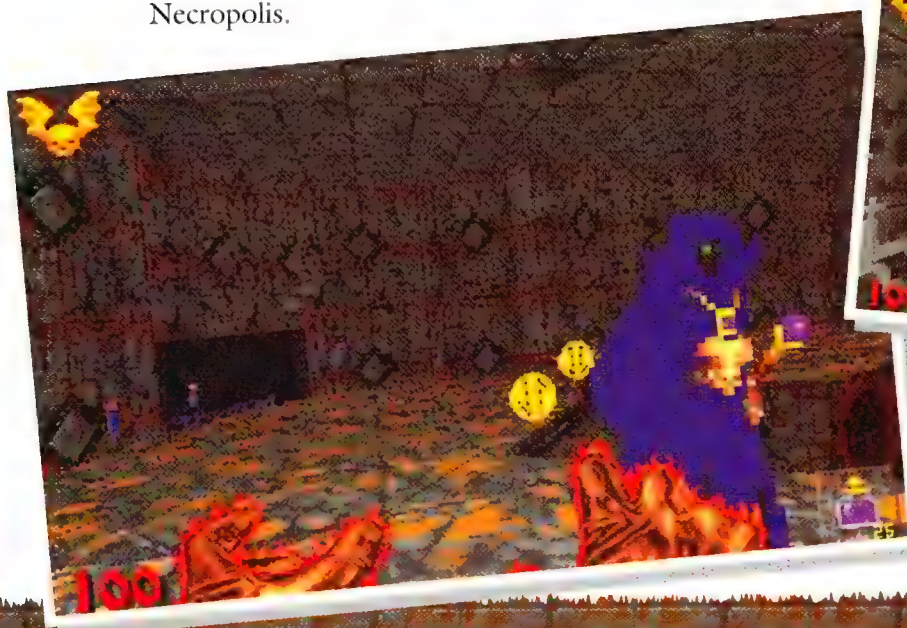


Now that you're through all of the external rooms of the Tomb, it's time to visit Menelkir. Save your game and pull the switch at point 10. This activates several elevators throughout the level.

Run over to the elevator at point 11 and ride it up to area 12. This is where you'll confront Menelkir. Good luck—and refer to the Bestiary for some strategy tips if you have difficulties winning the fight.



When Menelkir dies, a pillar with the Sigil Of The Magus lowers. Take the Sigil and enter the teleporter at point 13 to return to the Necropolis.



■ NOW REFER TO THE NECROPOLIS MAP

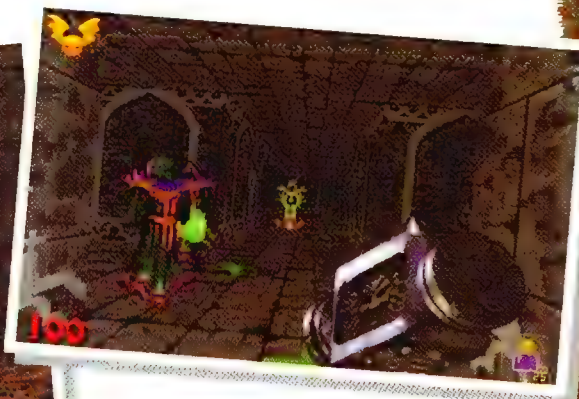
Back at the Necropolis, walk up to point eight. Open the door and step inside the small room. Stand at point nine, and a secret elevator takes you down. Throw the wall switch you find in the alcove downstairs, then ride back up.

Go north to point 10. A switch on the wall activates the large elevator on which you stand, lowering you slowly into a cavern filled with Chaos Serpents. Go north and work your way up a winding flight of stairs. At the top (point 11), you find a wall switch. Pull it, and the teleporter at point 12 appears.

Take the teleporter to Traductus' Tomb.

■ NOW REFER TO THE TRADUCTUS' TOMB MAP

You appear at point one in Traductus' Tomb. Work your way north, past point two. Note that the stained glass windows to the west of point two are an illusion, so if Dark Bishops seem to be coming out of nowhere to attack you, that's where they're likely to be hiding.



At point three, an elevator automatically takes you down to a large, dimly lit area filled with Dark Bishops. Ride the elevator down and then ride right back



up. Then wait upstairs and let the Bishops come to you.

Once you have killed most of the Bishops, go back downstairs and walk north to point four. From there, go north again until you reach point five. At point five, you should save the game, then throw the wall switch.

Run to the south, and you will see several Discs Of Repulsion lying around on the floor. Quickly grab them and get ready for Traductus to appear. When he does, immediately fire your super weapon at him and get ready to use those Discs to ward off his Wraithverge attacks. Refer to the Bestiary for more on fighting Traductus.

Once you defeat Traductus, take the Holy Relic at point eight. You are free to go now, but I suggest that you first throw the wall switches at points six and seven and explore the new areas they open up. Specifically, if you work your way down to point nine, you will find a valuable Icon Of The Defender. It's best to have two or more Icons stored up for your final battle with Korax, so you are well advised to go take this one.

When you're done exploring, go to point 10 and ride the teleporter back to the Necropolis.

■ NOW REFER TO THE NECROPOLIS MAP

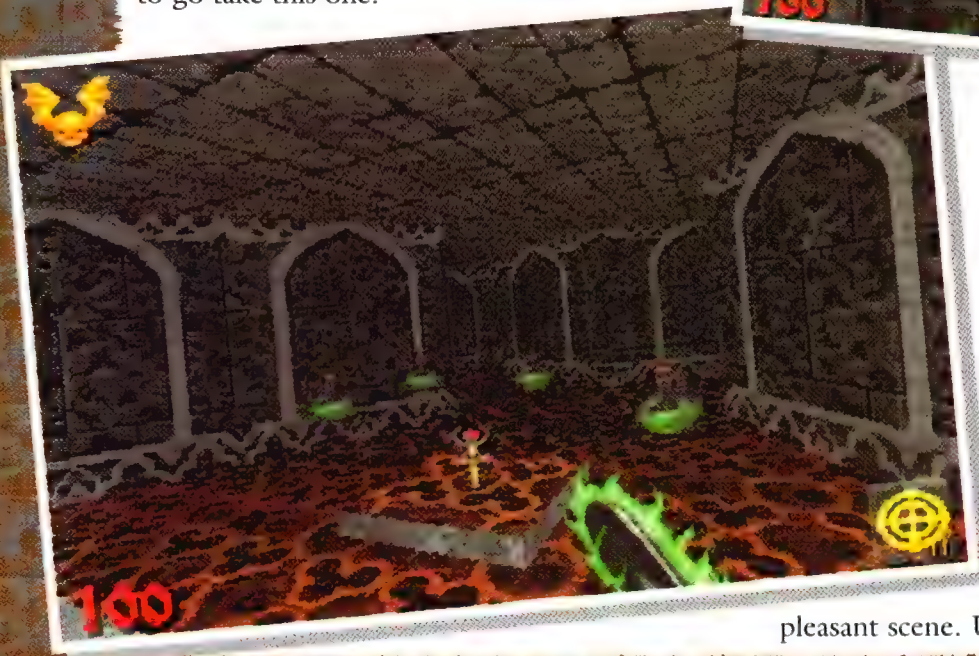
Back at the Necropolis, you appear at point 12. Walk over and throw the switch at point 13. This lowers the elevator that leads back to the main level. Take the elevator up and make your way to point 14, where you will discover a wall panel with three empty spaces. Place the Holy Relic, Sigil Of The Magus, and Glaive Seal into this panel, and a doorway to the teleporter at area 15 opens up.



Gather the mana by the teleporter, save the game, and step inside.

■ NOW REFER TO THE DARK CRUCIBLE MAP

At the Dark Crucible, you appear in a dimly lit area marked as point one. A swaying bridge littered with impaled bodies stretches before you—all in all, not a pleasant scene. Use a torch if you've got one,

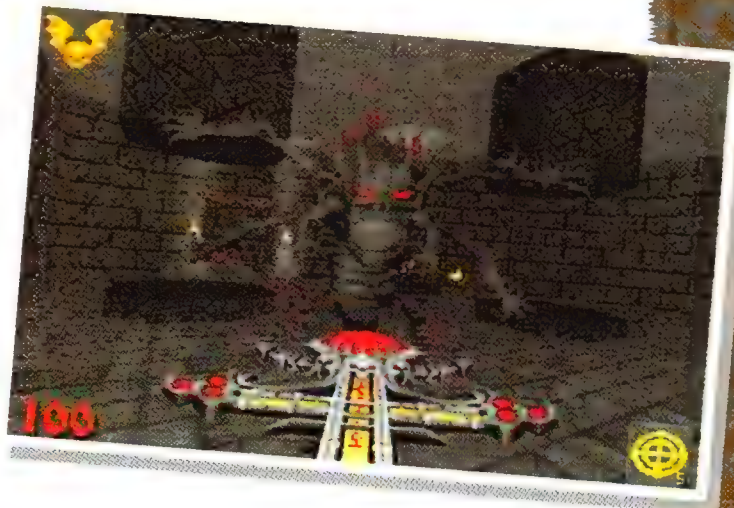


just to improve the overall visibility. Ready your super weapon and prepare to use an Icon Of The Defender.

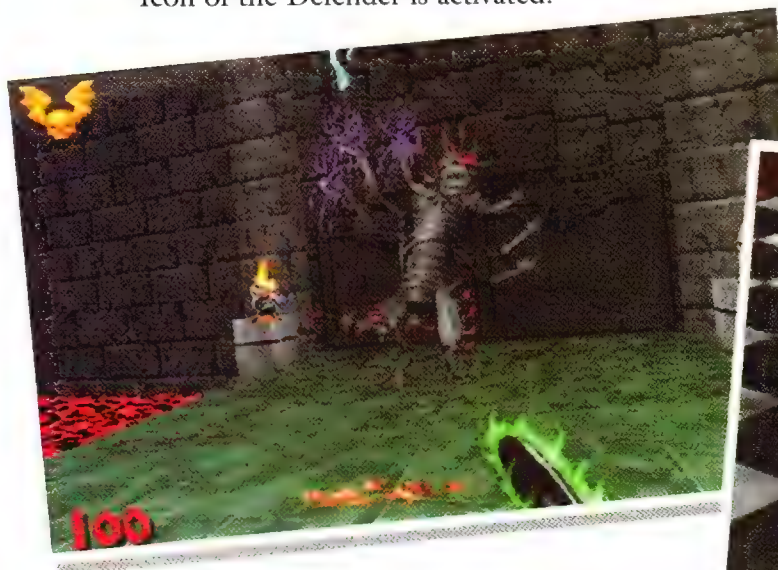
Cross the bridge and enter the alcove at point two. If you are short on mana, you can pull the switches at points four and five, then turn back and throw the switch mounted by the stairs. Some mana now appears—sometimes blue mana, sometimes green mana. However, if you pull these levers too many times, you inadvertently summon some Dark Bishops. Therefore, it's better to stock a decent supply of mana before you teleport into this level, so you don't have to rely on these switches. Note that there are also two Kraters of Might in Korax's chambers.

When you're ready, open the door at point four and walk into Korax's chamber. Activate an Icon Of The Defender, then run right up and beat on him! Beware the huge wooden spikes that rise from the floor, though... They can kill you even when the Icon of the Defender is activated.

teleport away, fight a horde of lesser creatures that he releases, and then enter area five to continue the fight. You can find Kraters Of Might in both chambers, so mana should not be a huge problem, especially if you saved up one or two Kraters for this battle.



Once you finally kill Korax, you may simply step into the portal at point six and watch the epilogue. Congratulations! Even if you have followed this walk-through since the very first Hub, I think you'll agree that beating *Hexen* is no easy matter.



For detailed strategies on killing Korax, refer to the Bestiary. This section merely summarizes a good battle plan. That is, you must damage Korax enough to make him



APPENDIX A

GETTING MORE OUT OF HEXEN

Deathmatch play is one great way to get extra value out of *Hexen*, but there is certainly a lot more than just Deathmatch available to the dedicated *Hexen* player. If you have access to the Internet, you can obtain shareware game editors that allow you to modify *Hexen* levels, or even create entirely new ones. Also, you can download new game levels created by other *Hexen* fans.

This appendix lists some sites on the World Wide Web where you can readily find *Hexen* materials, as well as a few interesting documents and files you might want to download.

SITES

These Web sites will get you started in the world of on-line *Hexen*. Try 'em out, and you'll find links to dozens or even hundreds of other sites with *Hexen*-related materials.

RAVEN SOFTWARE

<http://www.ravensoft.com/>

This is the site of Raven Software's home page. Here you can check out Raven's other titles (like *Heretic* and *CyClones*) and see what future products to expect from them. You can also peruse their company profile and investigate a variety of interesting links.

ID SOFTWARE

<http://www.idsoftware.com/>

This is id's home page. If you want to see what id's been up to these days, perhaps download classics like the shareware version of *Doom*, or post some feedback on the forthcoming *Quake*, this is the place to look.

GT INTERACTIVE SOFTWARE

<http://www.gtinteractive.com/>

This will take you to GT Interactive's home page. From there, click on the "What's New" button. Then enter "Hexen World" and explore the deep background and history of *Hexen* as told by its three main characters: Fighter, Mage and Cleric. There are also FAQs and a *Hexen* Forum.

DOOMGATE

<http://doomgate.cs.buffalo.edu/>

DoomGate is the doorway to a host of *Doom*-oriented home pages known collectively as the DoomWeb. As you might expect, the primary focus of these pages is *Doom*, but since *Hexen* is a game in the same vein as *Doom*, you'll find a lot of *Hexen* material here, as well.

ARNE'S HEXEN PAGE

<http://www.cco.net/~arne/>

This is a small but extremely useful home page that contains the Official *Hexen* FAQ, a brief walk-through of the game, links to *Hexen* editors, and technical specifications for those inclined to hack deeper into the depths of *Hexen*. A definite must-see for anyone who likes *Hexen*!

FILES TO LOOK FOR

Here are two useful *Hexen* files you can look for while you crawl through the Web. New documents and game levels constantly appear on the Web, so remember to keep checking for new developments.

HETH10.ZIP

This is a *Hexen* editor that lets you modify existing game levels or create entirely new ones. It's generally acknowledged as the best editor currently available for *Hexen*. Here's what one of its makers has to say about it:

"HETH v1.0 is a powerful DOS-based editor for HEXEN, and part of the DETH editing package, which edits DOOM, DOOM II, Ultimate DOOM, and HERETIC. DETH is a rewrite of DEU v5.21 by Raphael Quinet and Brendon J. Wyber. Unlike other editors, DETH was written by PWAD authors, Antony J. Burden and Simon Oke, with help from John W. Anderson (aka Dr Sleep), Jim F. Flynn, and Ken Henderson. The editor has a wide range of options including an UNDO feature, hot keys, PWAD browser, and automatic texture alignment. It has been the choice tool of professionals for designing PWADs included in Id Software's "Ultimate DOOM" and "DOOM II: The Master Levels." DETH is freeware, and may be distributed freely. DETH is the editor of choice for discriminating PWAD authors."

You can find HETH at Arne's *Hexen* Page, mentioned above.

THE OFFICIAL HEXEN FAQ

This is the official *Hexen* FAQ. Much of the information in the FAQ is unnecessary and redundant for someone who's already read this book, but a few tidbits of trivia and extra information make the FAQ worth while. If you succumb to the urge to seek out extra information on *Hexen*, the FAQ is a good place to start.

APPENDIX B

CHEAT CODES AND
EXTRA COMMANDS

This appendix reveals the cheat codes and minimally documented commands that make *Hexen* a more entertaining experience for you. Cheat codes, in particular, are a lot of fun. They can, of course, be used to make the game a little easier, but they can also be used just for their entertainment value. Why not make yourself invulnerable and explore an area that you couldn't visit before, or walk through walls like a ghost, or even turn yourself into a pig?

Also, cheat codes can sometimes help you out of situations in which a bug or a flaw in the game level becomes a problem. Maybe you're stuck behind a column and can't jump your way out. Sure, you can restart the level and do all that work over again—or you can turn on the No Clipping code and walk right out from behind the column.

Have fun with these extra *Hexen* commands.

CHEAT CODES

Here they are, the cheat codes you've been waiting for! Unless otherwise stated, you can activate these codes just by typing them in during the course of play. Don't pause the game and don't capitalize the letters—just type them in, and they take effect.

SATAN

This code activates God Mode, which is like having an Icon Of The Defender constantly protecting you. As with the Icon, in God Mode you become invulnerable to everything except lethal falls and spikes that rise from the floor. Don't ask me why you aren't protected from these two methods of death, because I haven't got a clue!

Use the code again to return to normal play.

NRA

This code gives you every weapon, a full array of mana, and a full complement of armor. Obviously, this is a very game-unbalancing code, simply because it provides you with all possible weapons. You use up the extra mana quickly enough, and the armor slowly degrades—but once you use this code, you've permanently got all four of your character's weapons. So think twice before typing NRA!

LOCKSMITH

Locksmith gives you all the keys you could possibly want. It comes in handy when you are completely frustrated and just want to get through a door immediately.

INDIANA

This code gives you 25 of each artifact and item. You don't get any puzzle items, however. You just get the artifacts and items described in Chapter 5.

MAPSCO

Go into Map mode and type Mapsco, and the level map in its entirety displays, not just the parts that you've visited. Type Mapsco again to see creatures and weapons fire on the map. Type it a final time to return to the normal map mode.

DELIVERANCE

This code turns you into a pig. Cheers!

TICKER

This code lets you see how many frames per second your computer displays when you run *Hexen*. The more dots you see in the top left corner of the screen, the fewer animation frames you see and the choppier the game appears. If you only see one dot, then you're playing *Hexen* under optimal computing conditions.





CASPER

This code toggles No Clipping mode, which turns you into a ghost and lets you walk through everything, including walls, obstacles, and monsters. However, you can still take damage in No Clipping mode. Also, prepare to see some weird effects when you visit areas that were never meant to be seen!

Type the code again to return things to normal.

BUTCHER

Type Butcher and every creature on the level instantly dies, plus you receive a message stating how many creatures you've just killed. This code can be useful if you want to explore a level without any distractions, but it leads to some pretty anticlimactic moments. Traps that release monsters just don't have the same impact when their doors open and all the monsters inside are already dead!

Butcher doesn't keep monsters from regenerating, so don't be surprised if you Butcher them all, but you still run into an Ettin a few minutes later.

SHERLOCK

This code gives you all the puzzle pieces you need to complete *Hexen*. Clock gears, gemstone planets, the Flame Mask, and similar items appear in your inventory when you use this code.

INIT

Init restores the level you're playing to its initial configuration and lets you play it again from the beginning.

NOISE

This code reveals information on *Hexen's* in-game sound.

PUKE 01-99

This code runs certain game scripts. Most of these scripts don't have any effect, but try typing Puke01 when you first start the game or Puke26 when you're in Seven Portals.

SHADOWCASTER 0, 1 OR 2

Do you want to change your character's class? Go ahead! Type Shadowcaster0 to become the fighter, Shadowcaster1 to become the cleric, or Shadowcaster2 to become the mage.

This might cause some problems if you have not yet assembled your super weapon, so I suggest you only use this code once you're well into the game and have discovered all four of your character's weapons.

VISIT 01-31

This code lets you leap from one level to another—very handy if you just want to explore. The levels are numbered 01 through 31, and you can visit a secret level—the Maze—if you type Visit41.

CLUBMED

This relatively innocuous code restores your character to full health.

CONAN

This code strips you of all your weapons except the very first. (This is a joke; Conan was the code that gave you all the weapons in the *Hexen* Demo.)

MARTEK

Repeatedly typing Martek results in instant death. Once again, this is a joke, since Martek was the code that activated God Mode in the *Hexen* Demo.

USEFUL KEYS

The uses of these keys are documented in the Help file of *Hexen*, but they aren't mentioned in the manual. Some of them are extremely useful! Learn them and use them.

[5]

Use an Icon Of The Defender

[6]

Use a Porkelator

[7]

Use a Banishment Device

[8]

Use a Chaos Device

[9]

Use a Disc Of Repulsion

[0]

Use a Flechette

[\]

Use a Quartz Flask

[F5]

Commit Suicide (i.e. when you're trapped)

←Backspace

This is the "panic button." It uses one of every item that you have in your inventory. The results can be very amusing, especially in Deathmatch. Obviously, it's a bad idea in regular play.

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Joe Grant Bell is the author of *Hexen: The Official Strategy Guide*, the first in a series of game books, including *MechWarrior 2: The Official Strategy Guide*. His articles about games and gaming appear in *Computer Games Strategy*.

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ISBN 0-7615-0388-9



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